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ISSUE 99 • FREE

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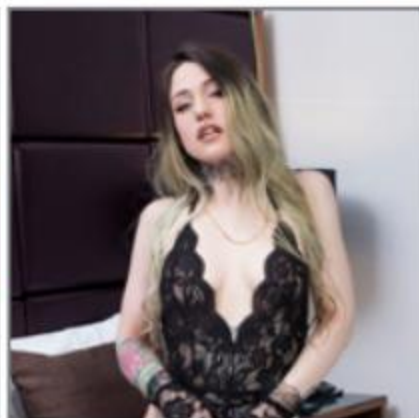
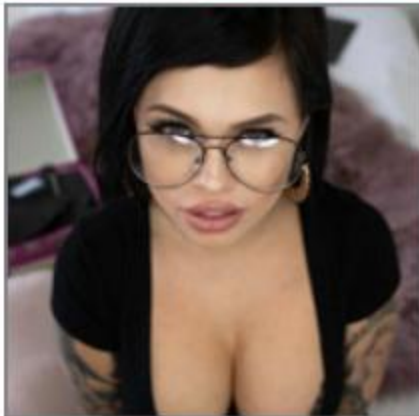


## ZOE MARIE

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A woman with tattoos is lying on a red cushion in front of a window. She is wearing white fishnet stockings and black high-heeled shoes. A model sailboat is on the windowsill. The text 'IVY ROSE' is in a red box at the top, and 'Gekenna' is in a white cursive font with a red outline below it.

**IVY ROSE**

*Gekenna*





**Hey Ivy! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** I'm a 22 year old tattooed, animal-loving gamer who's currently in Uni and gets naked for the Internet as a living!

**What was it like to work with the photographer on this shoot?** Ah, it was dreamy. I've been wanting to work with ATOM for ages now so this was truly a dream come true.







Photographer: ATOM

**WHAT WAS YOUR FAVOURITE PART OF THE SHOOT?** WHEN SOME DUDE OUTSIDE SAW MY TITTIES AND THEN POINTED THEM OUT TO OTHER PEOPLE. AWKWARD!











**WHAT'S A GUARANTEED TURN ON FOR YOU?**  
**CONFIDENCE, CHEEKINESS, GOOD TASTE IN MUSIC.**





Photographer: ATOM





**If you could model for any brand, product or company, which would it be and why?** Killstar for sure. Because they literally make clothes for me and they're just badass!

**Are you excited for what's to come in 2018? What do you have planned?** Yeah I'm super excited. Currently I'm working with a photographer on creating monthly videos which is something I've wanted to do regularly for a while. Also I've got some latex collaborations coming up so keep your eyes peeled!

**What's your go to favourite movie?** A Clockwork Orange, hands down.

**If you could spend summer anywhere in the world, where would you go?** Probably Iceland or Maldives...

**If you could listen to one album for the rest of your life, what would it be?** Literally any album by Marilyn Manson.

**What's your favourite part of your body and why?** My shoulders, I think. I love the mandala tattoo on the left one and my cute moles on the right one.







**On a scale of one to ten, how good looking are you?** Depends on how many drinks I've had haha.

**Describe your perfect photoshoot:** I'd love to do a heavy rubber blow-up doll look shoot! Think big lips, ponytail, big eyes and tight rubber.

**Who has been your favourite model of 2018?** Miss Deadly Red. She's drop-dead gorgeous.


**Who is your 'model to look out for'?** Galdalou. She's already 'out there' but her stuff just gets better and better. I've got quite a crush, not gonna lie!

**Where has been your favourite place to travel?** Switzerland so far, for sure.

**What do you like most about Elite?** All the badass women and brands that get featured and just how down-to-earth everything about the mag is. It's easy to read, well put together and is just all round amazeballs.

Photographer: ATOM





**Finally, is there anything you would like to say to the Elite Readers?** Yes! Thanks so much for reading and I hope you like the pictures. If you wanna see more, head to my Patreon (Ivy Rose Gehenna) or follow me on Instagram (@ivygehenna). Till next time! xxx









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Photographer: ATOM

# KIM FINCH

## BOOTY AND BEAUTY







Hey Kim! Welcome to Elite, for those who don't know you, tell us a bit about yourself: Hey I'm Kim, I work in a rehab centre during the night and I strip off during the day haha. I'm pretty funny I guess, definitely the class clown as I LOVE making people laugh, it's like my anti depressant! I'm an advocate for the LGBTQ+ community, I'm a HUGE animal lover and I'm also a proud feminist...

**What was it like to work with the photographer on this shoot?** A MOTHER FUCKING PLEASURE AS ALWAYS!

**What was your favourite part of the shoot?** The whole thing was fun but it'll have to be at the end when we all sat down and chatted shit about anything and everything we could think of. I had such a great day and I left feeling SO happy.







Photographer: ATOM

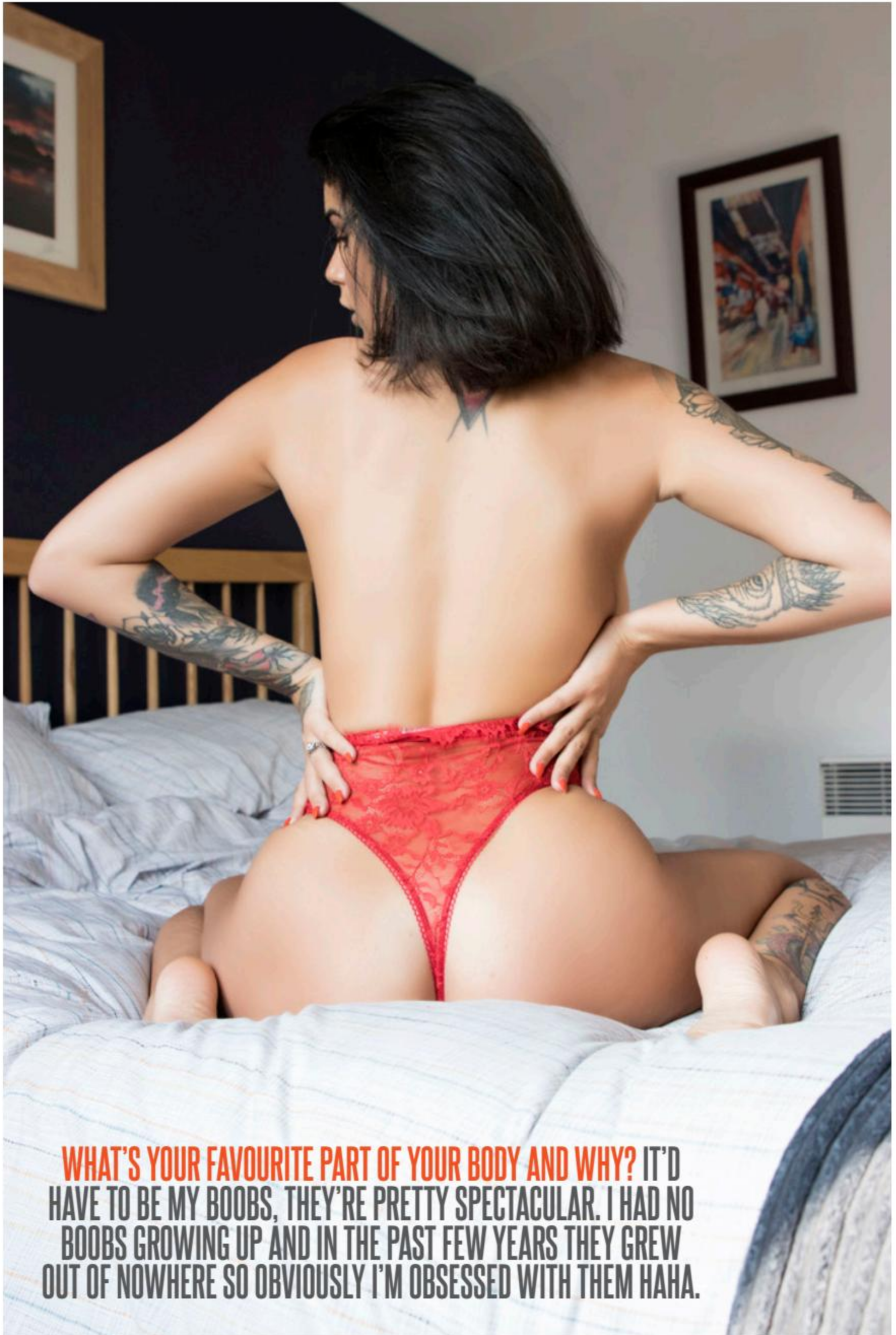
**Where has been your favourite place to travel?** Bali, I went a few years back and just being with the locals and seeing such beautiful things and the wildlife... it completely blew my mind. We didn't stay in fancy hotels or go to spas, we sat with locals, ate with them and hiked through jungles with them, jumped from waterfalls and went to the poorer parts to meet everyone, they made us feel at home. The whole experience made us feel so lucky to have what we do back in England.











**WHAT'S YOUR FAVOURITE PART OF YOUR BODY AND WHY? IT'D HAVE TO BE MY BOOBS, THEY'RE PRETTY SPECTACULAR. I HAD NO BOOBS GROWING UP AND IN THE PAST FEW YEARS THEY GREW OUT OF NOWHERE SO OBVIOUSLY I'M OBSESSED WITH THEM HAHA.**









Photographer: ATOM

**IF YOU COULD LISTEN  
TO ONE ALBUM FOR  
THE REST OF YOUR  
LIFE, WHAT WOULD  
IT BE? ANY ALBUM  
BY QUEEN, 100%**





**If you could model for any brand, product or company, which would it be and why?**

Anything that means I can dress up and be either semi naked or just fully naked.

**Are you excited for what's to come in 2018? What do you have planned?**

I feel like 2018 is all about working really hard so I can play really fucking hard and pushing myself towards being a SuicideGirl, that's my current dream.

**What's your go to favourite movie?**

Deadpool at the moment, I've watched it so many times and still not bored, but my ULTIMATE favourite will always be, my big green guy, Shrek <3

**If you could spend summer anywhere in the world, where would you go?**

California or anywhere in Canada. Canada looks beautiful and the people are always the nicest.

**On a scale of one to ten, how good looking are you?**

I feel like how good looking someone is correlates with their personality and how they see the world and I can't make that sort of judgment of myself.

**What's a guaranteed turn on for you?**

Vampires, it's mad weird but the thought of being a vampire or being bitten by one turns me on SO much.

**Describe your perfect photoshoot:**

Where I'm naked, there are snacks, great company and awesome music playing !

**Who has been your favourite model of 2018?**

Aemelia Fox, she's peng as fuck.

**Who is your 'model to look out for'?**

LUNA LOUISE <3 she's already well known, but I needed to give her a shout out because THAT ASS DOE!

**What do you like most about Elite?**

No girl looks the same, the girls are not all one size and all one colour.. they have diverse models from different backgrounds and seem to promote beauty in every different form. That's class!



**FINALLY, IS THERE  
ANYTHING YOU  
WOULD LIKE TO  
SAY TO THE ELITE  
READERS? FUCK  
DONALD TRUMP!**











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Photographer: Sunnie Rizzolo

# MILA SPIGOLON







**Hey Mila! Welcome to Elite, what was it like to work with the photographer on this shoot?** Hey! Sunshine is one of my favourite people in this world, she already knows me so well that shooting with her is like dancing freely like nobody is watching and then boom! Magic happens!

**What was your favourite part of the shoot?** Just being around Sunshine is already special enough, especially when we keep making each other laugh!

**If you could model for any brand, product or company, which would it be and why?** I'd love to model for some big perfume brand, I love how creative and classy it can be! Dior? Chanel? (a girl can dream!)

**Are you excited for what's to come in 2018? What do you have planned?** I have two new projects this year: My new company "Circo de Los Angeles", bringing back the magic of traditional circus with clowns, magicians, contortionists, aerialists, etc... And my new musical show "Tap That Jazz", a Vaudeville type of band with tap dancing, old jazz tunes, showgirls and many fun surprises!

**What's your go to favourite movie?** Italian films, romances, old Hollywood musicals and any film that can make me laugh.

**If you could spend summer anywhere in the world, where would you go?** On the coast of Italy or France.

**If you could listen to one album for the rest of your life, what would it be?** Buena Vista Social Club.

**What's your favourite part of your body and why?** My adventurous dancing legs.















**WHAT DO YOU LIKE MOST ABOUT ELITE?** I LOVE ELITE FOR SUPPORTING WOMAN'S EMPOWERMENT, OPENING SPACE FOR US TO SHARE OUR BODIES AS GODDESSES.



**On a scale of one to ten, how good looking are you?** I don't like numbers, but I can say that I'm pretty satisfied with my image and love taking care of my beauty.

**Describe your perfect photoshoot:** At a sunflower/lavender field with lace vintage dress, or ridding a horse naked in the country side.

**Who has been your favourite model of 2018?** I'm in love with @Syriem. She's a magical being, is a natural beauty and doesn't follow any beauty standards. She just embraces her true self and you can see that through her modeling.

**Who is your 'model to look out for'?** The old fashioned and sweetheart Amanda Grace @sugarpepperjones

**Where has been your favourite place to travel?** New Orleans, always, every week if it was possible.









**WHAT'S A  
GUARANTEED  
TURN ON FOR YOU?  
JAZZ MUSICIANS,  
TROUBLE, TROUBLE!**














**Finally, is there anything you would like to say to the Elite Magazine?** Stay in your truth, stand for your truth and believe in yourself because you are in this life to shine as stars, share our beauty to this world and be kind to each other.



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Photographer: SoCrisp

# KAREN MATERIA

*Your Future Ex Wife*





**Hey Karen! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hi! I'm so happy to be back! Well I'm only 4'11! I love to facepaint, paint, draw, just create art as much as I can! I'm a terrible dancer, don't let my titty twerking fool you!

**What was it like to work with the photographer on this shoot?** So Crisp is an amazing up and coming photographer! Amazing visionary!

**What was your favourite part of the shoot?** The whole part, duh!

**If you could model for any brand, product or company, which would it be and why?** Oh such a hard question! I'd have to say Chanel and Dolls Kill! I just love everything about both brands!













**If you could spend summer anywhere in the world, where would you go?** I would travel to Thailand.

**If you could listen to one album for the rest of your life, what would it be?** I would listen to Atmosphere's Southsiders.

**On a scale of one to ten, how good looking are you?** Well if I compare myself to myself. I must say I'm pretty good looking, haha!

**What's a guaranteed turn on for you?** Washing the dishes and kissing my neck, haha. Doesn't have to be in that order.

**Describe your perfect photoshoot:** I would love to do a high fashion shoot wearing the newest Chanel in the jungle inside a small open room filled with mirrored walls, floors and ceilings.

**Who has been your favourite model of 2018?** Gina Harrison!

**Where has been your favourite place to travel?** New York City!

**What do you like most about Elite?** Everything! Amazing team and TONS of sexy women!

Photographer: SoCrisp





**Are you excited for what's to come in 2018? What do you have planned? Yes!** This year has been so crazy to say the least, but I've grown the most as a human, an individual and I love it! I will be launching my own website, clothing line and so much more! So stay tuned!

**What's your go to favourite movie?** Running Scared.











**WHAT'S YOUR FAVOURITE PART OF YOUR BODY  
AND WHY? I LOVE MY BOOBS, AS SILLY AS THAT  
SOUNDS. THEY'RE MY FAVOURITE!**





FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS?  
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NO ONE  
EXPLAINS  
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A woman with long black hair and bangs is posing in a window. She has numerous colorful tattoos, including anime characters like Pikachu and a character in a heart, as well as floral and geometric designs. She is wearing a plaid skirt and white sneakers. The background shows a view of a city building through the window.

**Hey Neptune! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** I'm an internet hoe that watches too much anime.

**What was your favourite part of the shoot?** Getting deep dish pizza afterwards .

**If you could model for any brand, product or company, which would it be and why?** FAKKU, CAUSE HENTAI IS LIFE.

**Are you excited for what's to come in 2018? What do you have planned?** Not really and no since the world is clearly ending.

**What's your go to favourite movie?** Legally Blonde, cause the Bend and Snap works every tiiiiiiiime.














**DESCRIBE  
YOUR PERFECT  
PHOTOSHOOT: A MULTI  
WITH SETH ROGEN.**

Photographer: ATOM









**If you could spend summer anywhere in the world, where would you go?** Take me back to Tokyo forever.

**If you could listen to one album for the rest of your life, what would it be?** Saves the Day- Stay What You Are.

**On a scale of one to ten, how good looking are you?** Negative two.

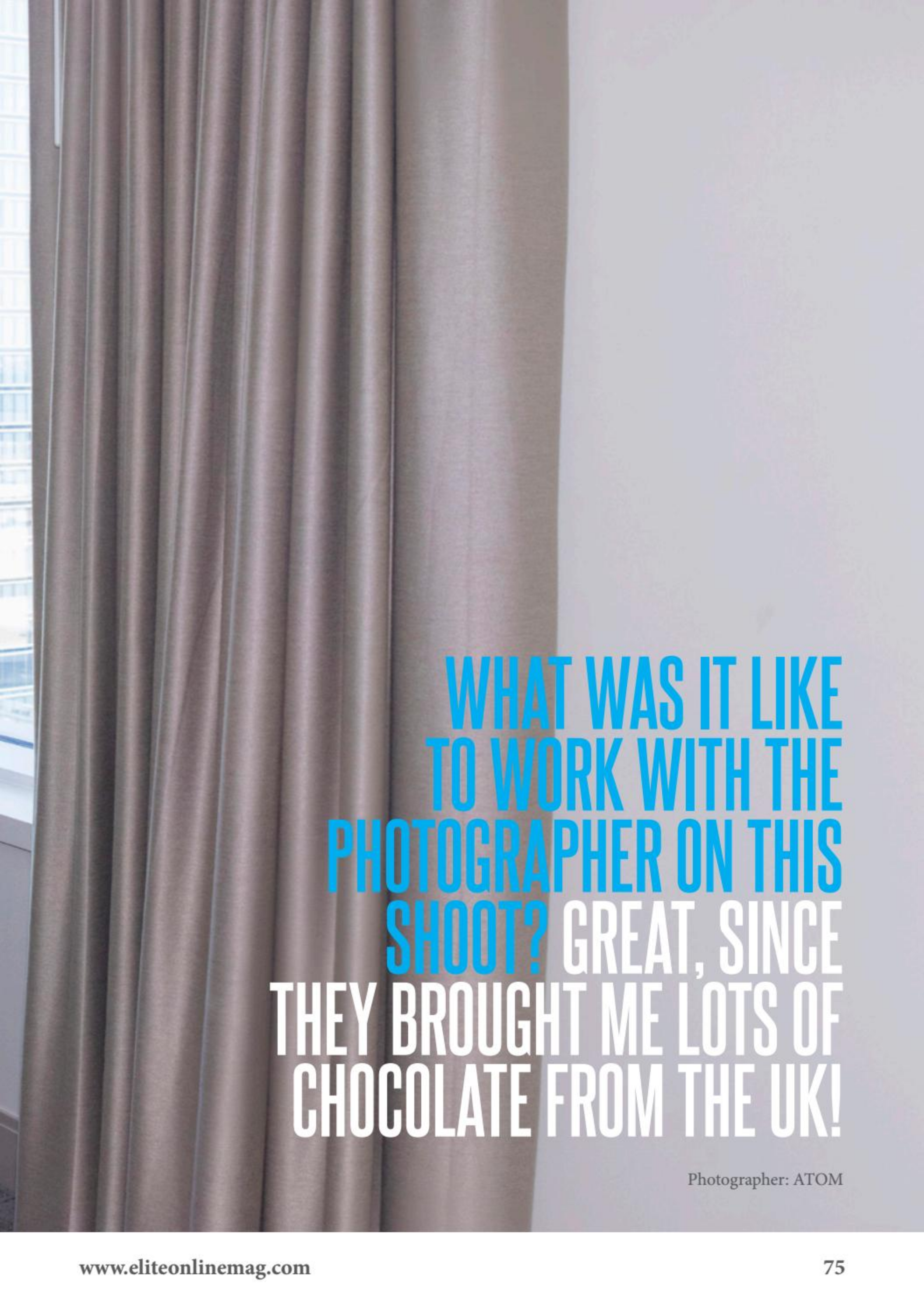
**Where has been your favourite place to travel?** JAPAN. And probably nowhere else will top that for me.

**What do you like most about Elite?** THEY SOME NICE ASS DUDES THAT TAKE SOME NICE ASS PHOTOS.









**WHAT WAS IT LIKE  
TO WORK WITH THE  
PHOTOGRAPHER ON THIS  
SHOOT? GREAT, SINCE  
THEY BROUGHT ME LOTS OF  
CHOCOLATE FROM THE UK!**

Photographer: ATOM





**FINALLY, IS THERE ANYTHING YOU WOULD LIKE  
TO SAY TO THE ELITE READERS? THE HIGHER THE  
PINKY THE FANCIER YOU ARE!**







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Photographer: ATOM

# ZOE MARIE



**Welcome Zoe, how are you?** I'm great thank you!

**Seriously though, we're so thrilled to have you in Elite. Did you have fun shooting for us?** I'm so thrilled to be back! Of course, I always have the best time shooting for Elite!

**What is like to grace our cover for the first time?** It is an absolute honour! I was over the moon to be asked!

**What was it like to shoot with ATOM?** Amazing! It's always so much fun shooting with ATOM!

**You always seem so effortless on camera, is it hard reinventing yourself for new features?** I like to try and think of new ideas for every shoot I do! But what I find best is to just relax and go with the flow!

**So you seem to travel a lot... where has been your favourite place?** I went to Amsterdam for the first time this year and it was amazing! I'd love to go back in the summer, it was absolutely freezing when I went!

**You are without a doubt one of the most beautiful people we have met! Have you always thought you wanted to model or did it just happen?** Aw thank you! I've always wanted to model so I just decided to go for it a few years ago and I've never looked back!



Photographer: ATOM









WITH THAT IN MIND,  
WHICH PERSON DO YOU  
THINK HAS THE BEST  
BUTT AT THE MOMENT?  
AEMELIA FOX FOR  
SURE! SHE'S GOT ONE  
AMAZING BOOTY.









A woman with long, straight red hair and blue eyes is posing in a kitchen. She is wearing a black bra and has several tattoos: a large black and grey tattoo on her right shoulder and upper arm, and a colorful blue and green tattoo of a rose on her left thigh. She is leaning against a stainless steel oven with a wooden countertop. The background features a white tiled wall and a stainless steel range hood.

**YOU HAVE ONE OF THE BEST  
BUTTS GOING! WHAT IS YOUR  
PERSONAL FAVE BODY PART?  
THANK YOU! THE SQUATS  
ARE PAYING OFF! I'D HAVE TO  
SAY MY FAVE IS MY BUTT, I  
WORK BLOODY HARD FOR IT!**

Photographer: ATOM









**YOU ARE A  
MEMBER OF TEAM  
REDHEAD...  
WHO IS YOUR  
FAVOURITE  
REDHEAD? GOTTA  
BE POLLY ELLENS,  
SHE'S INSANELY  
STUNNING!**







**Every time of the year seems exciting for you. You're always up to something. When is your chill time and what do you get up to?** I love being super busy all the time, but I always take a week or so out in the summer just to relax which has been great this year with this heatwave! Although with being a ginge, I've been pretty sunburnt.

**It was clear from working with you that you are a keen admirer of fashion. How long have you been influenced by it and have you any cool tips for people?** I try my best with fashion, but I don't always get it right haha! I think the main thing is to just wear what you want and not care what people think!

**What would be your favourite moments of 2018 so far?** Shooting with Elite of course ;) Also going to Download Festival! That was amazing!

**What's next for you?** Just going to keep shooting as much as I can! I've also been invited to model at Brussels Tattoo Convention in November which I'm super excited for!

**Inspiration is important to you, be it music, film or books. What is inspiring you at the moment?** I take a lot of inspiration from music, but also from other models, there's so many amazing models that I look up to for inspiration!

**Are you a homebird or someone that prefers a night on the town?** I have to say I'm more of a homebird! I enjoy the odd night out but you can't beat a chill night in with a pizza!

**It's been a pleasure Zoe. What are you up to after this interview is done?** Going to get myself a huge pizza and have a nap!

**Have you got a message for your masses of fans and our lovely Elite readers?** Thank you for reading and all your support! You're all amazing!

Photographer: ATOM











**FINALLY, WILL YOU  
BE COMING BACK TO  
US SHORTLY AS WE  
CAN'T GET ENOUGH OF  
YOU! HELL YEAH! YOU  
GUYS ARE THE BEST!**













Miss  
**Sunny**  
Holiday





**Hey Sunny! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Greetings Lovers! I'm Miss Sunny Holiday, a New York Latina currently living in Los Angeles. I am a model, singer, dancer, actress and MC. You may know me for far too many "That's What Said Jokes", Inked Magazine or the Suicidegirls Blackheart Burlesque international tour! I have been modeling and creating burlesque shows longer than I would like to admit and I cannot wait to get back to the UK next summer 2019!

**What was it like to work with the team on this shoot?** Working with them is one of my favorite experiences when visiting the UK! Their charisma, talent and lyrical knowledge of all my guilty pleasure tunes including some City High and Gavin Degraw throwbacks makes for a pretty hilarious and exciting time.

**What was your favourite part of the shoot?** I was actually extremely ill during the first day of this shoot

but had traveled so far that I committed to the day and I could not have worked with someone more caring and I must say, we created some magic that day regardless of my overly powdered rosy nose haha! My favourite part about the entire experience was realizing I was in great hands, feeling at home while being across the world and probably the killer ham dinner we had after!

**If you could model for any brand, product or company, which would it be and why?** Ooh this is tough because I felt like all my dreams came true when I modeled for SuicideGirls but I have definitely always been a huge Playboy and Victoria's Secret fan. Not as much for their modeling choices (even though I am such a fan girl of both) but the photography. I miss curvier girls on Playboy, let's bring the 60's back so they can feature women with my body! I would love to model more for Malice and someday, Dollhouse Photography who I idolize for their incredibly gorgeous pin up and boudoir work!







Photographer: Tripodski

**ON A SCALE OF ONE TO TEN, HOW GOOD LOOKING  
ARE YOU? 10 POINTS FOR GRYFFINDOR!**







**What's your go to favourite movie?**

Ooh I don't have a movie I necessarily watch repeatedly, but everyone knows I love my Selena, Harry Potter, Ocean's Eleven and Ray! My go to on screen guilty pleasure to sleep is usually Mad Men though... I may be a feminist but I have to admit that the gender rivalries and sexual awakening of female empowerment during that time is always a turn on for me... Power imbalances are so fucked but damn I love the fashion oh so much!





**Are you excited for what's to come in 2018? What do you have planned?** 2018 is halfway through and yet it feels as though there is a lifetime left of it. I've got another Blackheart Burlesque tour to prep for. I am actually currently at the SuicideGirls studio working on some new exciting acts to prep for our San Diego International Comic Con show in just a couple weeks! I keep pretty busy with SG but I'm also super excited to be working on another Postmodern Jukebox video soon with some amazingly talented musicians! I recently worked on their creator, Scott Bradley's Outside the Jukebox tour and it was an inspiring and magical trip! After our fall tour I look forward to take this year's new found inspiration and apply it to my own music and make some Sunny tunes happen at last!





**IF YOU COULD LISTEN TO ONE ALBUM  
FOR THE REST OF YOUR LIFE, WHAT  
WOULD IT BE? HELP! - THE BEATLES  
OR MY LIVES - BILLY JOEL**



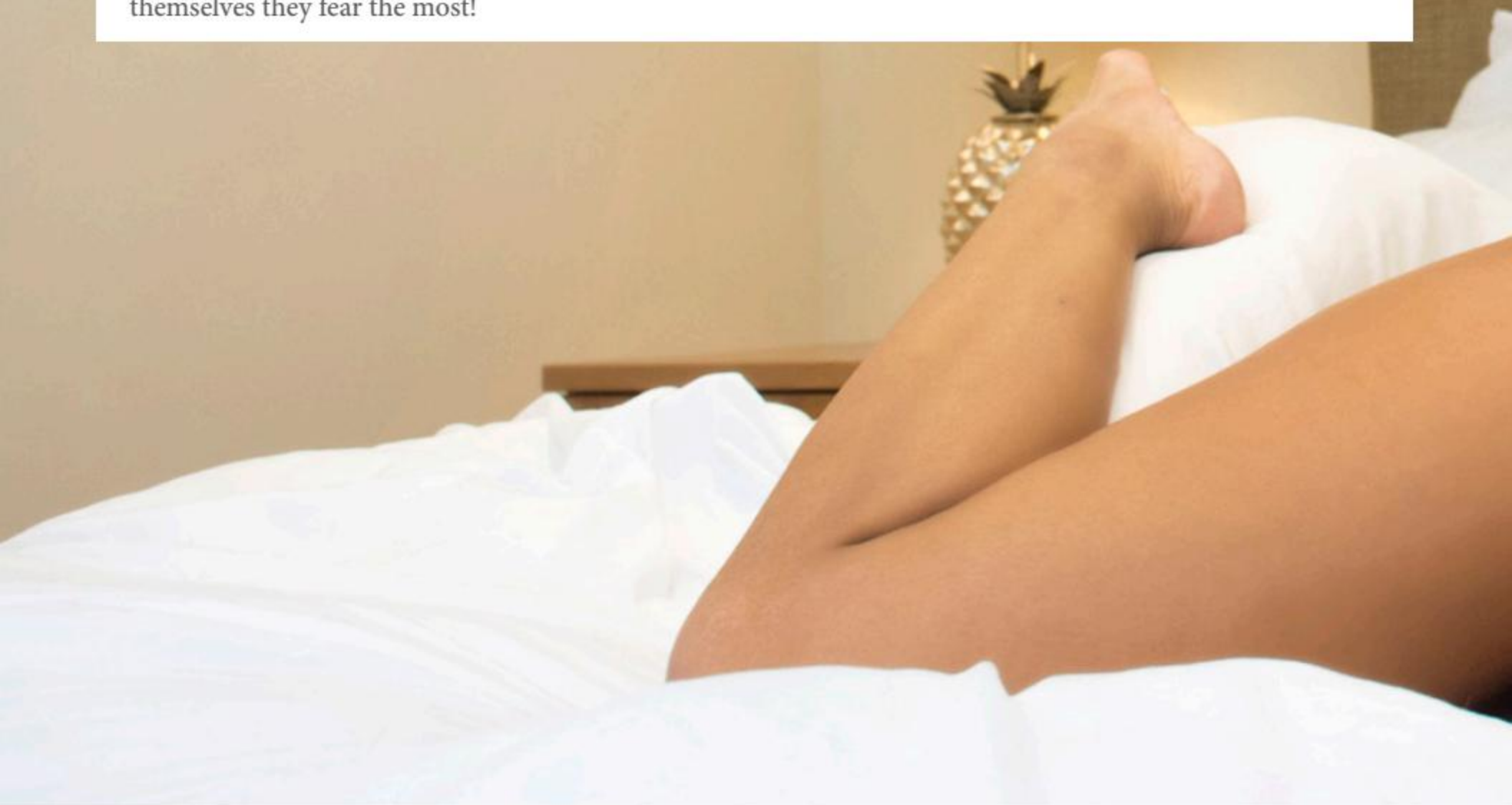
**What's your favourite part of your body and why?** I never like answering this, but I encourage all women to do so therefore I must lead by example and say my booty! The truth is, it was always what I was the most insecure about my entire life. I felt as though I would never have the body I truly wanted and yet I couldn't figure out why I would ever want it to be anything otherwise. While I admired other women on the covers of magazines, I didn't envy them, just admired them as a work of natural art (well... overly edited art, thank you Elite for embracing true, natural beauty!) but the more I grew into my body and evolved as a woman I realized that I was just assuming I was 'imperfect' because women of my body shape were not represented in the media making young girls like myself extremely insecure and unhealthy. I thought perhaps the fact that today's female leaders in media having more realistic body types would aid this kind of ridiculous expectation in society. Seeing J-Lo and Beyoncé as leaders in the industry made a huge impact on celebrating REAL women and natural woman, as so did the mainstream appreciation for SuicideGirls however, there are other unfortunate icons, or I should say Hollywood Socialites out there (I won't mention names...) that begun yet another plastic army. Now young girls are implanting themselves to be thicker before their bodies even fully develop. I am often ask if my booty is even real! So crazy! My point is, I love my booty and have embraced it because it is real and I encourage all women to begin loving the parts of themselves they fear the most!

**What's a guaranteed turn on for you?** Anytime someone is vulnerable to admit something nerdy about themselves, especially childhood things that have come to define them. Embracing your inner nerd is the sexiest thing to me!

**Describe your perfect photoshoot:** Lots and lots of boobies surrounding me! Haha I kid, besides that one already came true! Definitely the set of the Gryffindor common room and I would cosplay Hermione obviously! That's a dream!

**Who has been your favourite model of 2018?** I would have to say Playmate of the year, Nina Marie Daniele! She is a gorgeous, natural beauty! She recently responded to a post I made about her and I literally squealed! She's such a babe!

**Where has been your favourite place to travel?** Anywhere new is always interesting and exciting. For example, even traveling within the states is extremely rewarding and educating because most people in America never even take the opportunity to leave their home state let alone country. Of course traveling overseas is extremely exciting. I definitely love traveling to the UK because there is so much history there that I have yet to cover even a pinch of all I want there, but Paris was a real away from home experience with the cultural difference, being surrounded by so much art and such a beautiful language was amazing!











Photographer: Tripodski



**What do you like most about Elite?** I love the women you feature. I love reading the interviews and learning about these empowering babes. It's so refreshing to see these models speaking up about their causes and being successful entrepreneurs and inspiring creative!



Finally, is there anything you would like to say to the Elite Readers? Thank you so much for reading up on some fun and silly Sunny facts! To learn more about my crazy Latina shenanigans please follow my adventures by searching for Miss Sunny Holiday on all social media accounts and don't forget to visit [blackheartburlesque.com](http://blackheartburlesque.com) to come catch the SuicideGirls and I this Fall 2018 as we make our way around the USA once again for our cosplay and cult classic burlesque experience!







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# BLODGY

Photographer: Sunnie Rizzolo





**Hey Blodvy! Welcome to Elite, what was it like to work with the photographer on this shoot?** Hey! Sunnie was such a pleasure to work with! She made me feel so comfortable and I love the work that she does. It was an honour to work with her.

**What was your favourite part of the shoot?** There were other models at the shoot as well, and I got to know more connections in the industry. Everyone was so welcoming. I was treated more like family than a stranger.







**IF YOU COULD SPEND SUMMER ANYWHERE IN THE WORLD,  
WHERE WOULD YOU GO? SOMEWHERE IN THE MOUNTAINS.**









Photographer: Sunnie Rizzolo

**WHAT'S A GUARANTEED TURN ON FOR YOU? SOMEONE WHO'S INTO THE SAME THINGS AS ME. IF YOU DON'T WATCH ANIME OR PLAY VIDEOGAMES, I CAN'T SEE MYSELF HANGING OUT WITH YOU.**





**If you could model for any brand, product or company, which would it be and why?** Creepyyeha, without a doubt. The handmade lingerie helps reveal the power that's inside every woman, and I think it would be wonderful to be a part of that.

**Are you excited for what's to come in 2018? What do you have planned?** Yes, I'm trying to get back into healthier lifestyle choices. I've started running every morning and stopped eating fast food - UberEats drivers know me by name!





Photographer: Sunnie Rizzolo

**ON A SCALE OF ONE TO TEN, HOW GOOD LOOKING ARE YOU? I'D LIKE TO SAY AN 8, I KNOW I WANT TO WORK HARDER ON MY BODY AND ACHIEVE MORE THAN WHAT I HAVE.**







Photographer: Sunnie Rizzolo

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**What's your go to favourite movie?** I'm a sucker for romantic movies, and "Your Name" always delivers.

**If you could listen to one album for the rest of your life, what would it be?** Post Malone - Stoney.

**What's your favourite part of your body and why?** I really like my eyes, I've always been told they are warm and inviting.

**Describe your perfect photoshoot:** There's this fantasy I have of looking like an ethereal being - with wings, or elf ears. A forest background, with maybe a flowing dress. I would love to work with other models, as well.

**Who has been your favourite model of 2018?** Lynie Nicole, she's so gorgeous and down to Earth. You can tell that she's a genuine person, and it would be amazing to be able to work with her one day.

**Who is your 'model to look out for'?** Vicky Raise, I'm absolutely in love with her!

**Where has been your favourite place to travel?** I've never been out of the country, but I recently went on a road trip to Tennessee. It's so quiet compared to where I live now, and I love camping.

**What do you like most about Elite?** The acceptance that the magazine shows with alternative models.









Photographer: Sunnie Rizzolo







**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? PLEASE MAKE SURE YOU HAVE TIME FOR YOURSELF. LIFE CAN GET SO BUSY THAT YOU FORGET ABOUT WHAT YOU NEED, BUT YOU'RE THE MOST IMPORTANT PART OF YOUR LIFE. MAKE SURE TO TAKE CARE OF YOURSELF.**





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SLEEVE - £25.00**



**DETH KULT**  
**DETHKULT.CO**





Photographer: ATOM

# STEVIE DAGG









**Hey Stevie! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hey yo! I'm stevie and I'm a little green haired yorkshire lass. I work in a tattoo shop for a living, piercing (jabbing and stabbing) lovely people and also a laser tattoo removal technician :) I also model (obvs), and breath fire yeyy!

**What was it like to work with the photographer on this shoot?** ATOM is the bloody loveliest (said in a very yorkshire accent). He makes me feel very comfortable and I'd say how he shoots suits me down to the ground.

**What was your favourite part of the shoot?** I did my first set with Tripodski, which was my newest set for SuicideGirls, then my second set was for the mag. For me it's getting to work with a mixture of both photographers on the day and seeing what a difference they both make with the images.



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PERFECT PHOTOSHOOT:  
A MAD MAX STYLE  
SHOOT ALL DAY LONG.**







WHAT'S A  
GUARANTEED  
TURN ON FOR  
YOU? HUMOUR.  
IT'S THE KEY TO  
MY HEART <3



**If you could model for any brand, product or company, which would it be and why?** I have answered the same always, Adidas :) please and thank you guys haha.

**What's your go to favourite movie?** From Dusk Till Dawn, always.

**If you could spend summer anywhere in the world, where would you go?** Now that's a tough one! You know what, I can find beauty in nature anywhere in the world.

**If you could listen to one album for the rest of your life, what would it be?** Currently - The Isley Brothers - Greatest Hits :)











**What do you like most about Elite?**

The friends I've made :) I feel like there is such a stigma around models and the girls I have met through Elite have all been wonderful, each and every one!

Photographer: ATOM





**What's your favourite part of your body and why?** I like my eyes :) they are all different colours and constantly change :)

**On a scale of one to ten, how good looking are you?** Make me go shy asking that youuuuu!

**Who is your 'model to look out for'?** Alexa Webb - I mean, just look at her.

**Where has been your favourite place to travel?** I'll find out soon!



**FINALLY, IS THERE  
ANYTHING YOU  
WOULD LIKE TO  
SAY TO THE ELITE  
READERS? HAVE  
A GREAT DAY YEY!**





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**DON BROCO** • **EVERY TIME I DIE** • **FALLING IN REVERSE** 6/25-7/15 • **FAREWELL WINTERS**  
**FOUR YEAR STRONG** 5/21-7/29 • **FRANK TURNER** 7/24-7/25 • **GRAYSCALE** • **HAIL THE SUN** • **HARM'S WAY**  
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**KNUCKLE PUCK** • **KUBLAI KHAN** • **LESS THAN JAKE** 7/18-7/20, 7/22-7/27, 7/29-8/5 • **LIGHTERBURNS** • **THE MAINE**  
**MAKEOUT** • **MAYDAY PARADE** • **MOTIONLESS IN WHITE** • **MOVEMENTS**  
**MYCHILDREN MYBRIDE** • **NEKROGOBLIKON** • **PALAYE ROYALE** • **PHINEHAS** • **PICTURESQUE**  
**REAL FRIENDS** • **REEL BIG FISH** • **SHARPTOOTH** • **SILVERSTEIN** 7/17-7/20, 7/25-7/28 • **SIMPLE PLAN**  
**SLEEP ON IT** • **STATE CHAMPS** • **STORY UNTOLD** • **SUM 41** 7/17 • **TAKING BACK SUNDAY** 6/24  
**THIS WILD LIFE** • **TONIGHT ALIVE** • **TRASH BOAT** • **TWIZTID** • **UNDEROATH** 7/16-7/18 • **UNEARTH**  
**THE USED** 6/21-7/10 • **WAGE WAR** • **WATERPARKS** • **WE THE KINGS** • **WITH CONFIDENCE**

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Photographer: Dark Moon Media

# NARSI



**Hey Narsil! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** Hey, well I'm a small town country gal who loves to laugh and play fancy dress.

**What was it like to work with the photographer on this shoot?** It was amazing, Dark Moon is awesome. He's so lovely and his quality of work is incredible. I love how creative we got and how much I learnt about lighting from him.

**What was your favourite part of the shoot?** All of it, he is great and so much fun.

**If you could model for any brand, product or company, which would it be and why?** Gah so many, but I would absolutely love to model for Vans as that's mainly the only shoes I live for and I'm constantly on the site looking at everything new that comes in haha!

**Are you excited for what's to come in 2018? What do you have planned?** I am so excited, it's been such an amazing year so far and I've worked with so many talented people, I have a few things planned but nothing is set in stone yet. Just watch this space.

Photographer: Dark Moon Media











**What's your go to favourite movie?** All of the extended Lord of the rings movies, they are by far my absolute favorites and I can't just watch one, I have to watch them all one after the other.

**If you could spend summer anywhere in the world, where would you go?** Oh my so many places, I have the travel bug real bad so I'm finding it hard to pick. But I think I'd have to go back to New Zealand. I absolutely fell in love with the country and I'm so very desperate to go back.

**If you could listen to one album for the rest of your life, what would it be?** Haha. Panic! at the Disco - A Fever You Can't Sweat Out. I love Brendon so much.

**What's a guaranteed turn on for you?** I wouldn't say it's a turn on, but I'm drawn to people who make me laugh, I love humor and I love having a good joke and a laugh.

**Who has been your favorite model of 2018?** Oh man that's such a hard question, so many girls are absolutely KILLING IT! But my favorite has got to be the only and only Ruby Alexia.







# WHO IS YOUR 'MODEL TO LOOK OUT FOR'? BLAIZE, GOD DAMN IT SHE'S GORGEOUS.

Photographer: Dark Moon Media









WHERE HAS BEEN YOUR  
FAVOURITE PLACE TO  
TRAVEL? NEW ZEALAND  
AND AUSTRALIA 100%,  
TAKE ME BACK!









**WHAT DO YOU LIKE  
MOST ABOUT ELITE?  
I LOVE EVERYTHING  
ABOUT ELITE, THE  
GIRLS FEATURED  
ARE ABSOLUTELY  
AWESOME AND  
I LOVE READING  
THEIR INTERVIEWS.**





FINALLY, IS THERE  
ANYTHING YOU WOULD  
LIKE TO SAY TO THE ELITE  
READERS? JUST A MASSIVE  
THANK YOU TO EVERYONE  
READING AND FOR BEING  
SO TRULY AWESOME AND  
SUPPORTIVE. ELITE ROCKS!







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Photographer: ATOM

# HELLENA RAE









**Hey Helena! Welcome to Elite, what was it like to work with the photographer on this shoot?** I had the best time shooting with @atom\_creative, it was so much fun and completely effortless. To top it off I was taken to the cat cafe in Newcastle at the end of my trip!

**What was your favourite part of the shoot?** Seeing the amazing pictures taken during and after the shoot, and drinking Blue Moon!

**If you could model for any brand, product or company, which would it be and why?** I would love to model for Vans, because I live in them, I wear them in most of my sets! Malice lingerie is a favourite of mine, their harnesses are to die for!





**ON A SCALE OF ONE TO  
TEN, HOW GOOD LOOKING  
ARE YOU? RIGHT NOW I'D  
SAY 10 BUT I'D LOOSE TWO  
POINTS FOR MY CRAZY  
PERSONALITY SO AN 8...?**









**WHAT'S A GUARANTEED TURN ON FOR YOU? SOMEONE THAT CAN MAKE ME LAUGH ALWAYS GETS ME. I'M ALWAYS DRAWN TO TATTOOS, OBVIOUSLY!**

Photographer: ATOM







**WHO HAS BEEN YOUR FAVOURITE MODEL OF 2018? IT'S ALWAYS REBECCA CROW, SO BEAUTIFUL, EFFORTLESS AND HILARIOUS!**





Photographer: ATOM











**Are you excited for what's to come in 2018? What do you have planned?** I am so excited for so many upcoming things. I have so many new SuicideGirl sets being added to the queue. In September I am travelling to Palma to shoot with Elite and Tripodski again. I can't wait to go and be reunited with @nefka and plenty of babes who I haven't met yet!

**What's your go to favourite movie?** My favourite movie is True Romance and I also love Dusk till Dawn, anything Quentin Tarantino or Robert Rodriguez. I even have a True Romance print above my bed #yoursocool.

**If you could spend summer anywhere in the world, where would you go?** I would always choose Greece! I have so many great memories of being there and it's one of my favourite destinations.

**If you could listen to one album for the rest of your life, what would it be?** That's such a hard question to answer! It would have to be between Queens of the Stone Age - Lullabies to Paralyse or AM - Arctic Monkeys. Basically any alternative rock.

**What's your favourite part of your body and why?** It has to be my eyes, because they're so big. People always comment on them and people used to call me Disney eyes. Who doesn't want to be a Disney Princess, right?

**Who is your 'model to look out for'?** My friend Beth @fadingbydesign. We shot together a few months ago and my goodness can the girl pose, great butt as well.

**Where has been your favourite place to travel?** Definitely Canada. So beautiful and somewhere I could see myself living happily!

**What do you like most about Elite? What's not to like?** Beautiful images and the hottest alt babes around!

Photographer: ATOM









**FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? HOPE YOU LOVE MY SET, AND THERE WILL BE PLENTY MORE FROM ME AND ELITE IN THE NEXT FEW MONTHS, SO KEEP A LOOK OUT.**



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# READING LEEDS

24 - 26  
AUGUST  
2018

FRIDAY READING • SATURDAY LEEDS

MAIN STAGE

**FALL OUT BOY • TRAVIS SCOTT • THE KOOKS • THE WOMBATS**

**POST MALONE**

CREEPER • WATERPARKS • THE REGRETTES • BIG SHAQ AND FRIENDS (R)

BBC RADIO 1 STAGE

**WOLF ALICE • NOTHING BUT THIEVES • MIST • THE BLAZE • IAMDDDB • THE FRONT BOTTOMS**  
FICKLE FRIENDS • MAGGIE ROGERS • SWMRS • RAE MORRIS

BBC RADIO 1 DANCE STAGE

**ANNIE MAC • BICEP LIVE • KÖLSCH • ELDERBROOK • SHADOW CHILD • KDA • BRUNSWICK**

THE LOCK UP

**UNDERØATH • THE USED • LA DISPUTE • ROYAL REPUBLIC • TROPHY EYES • I THE MIGHTY**  
THE XCERTS • THE FAIM • PETROL GIRLS

FESTIVAL REPUBLIC STAGE

**THE HORRORS • DEATH FROM ABOVE • BAD SOUNDS • HUDSON TAYLOR • BØRNS**  
THE NIGHT CAFÉ • DREAM WIFE • TEN TONNES • KING NUN • EASY LIFE • TOUTS • ANNABEL ALLUM (R)

BBC RADIO 1XTRA STAGE

**LIL PUMP • BELLY • KOJO FUNDS • FREDO • OCEAN WISDOM • STEEL BANGLEZ • MS BANKS**  
SKENGDO X AM • SUSPECT • FEKKY • ADZ AND LB • BOBII LEWIS

MAIN STAGE

**KENDRICK LAMAR • PANIC! AT THE DISCO**

**DUA LIPA**

SUM 41 • MIKE SHINODA • SKINDRED • TRASH BOAT • PROTOJE

BBC RADIO 1 STAGE

**PENDULUM • DEAF HAVANA • REX ORANGE COUNTY • SIGRID • BROCKHAMPTON**  
PLAYBOI CARTI • ALMA • CHASE ATLANTIC • WEST THEBARTON

BBC RADIO 1 DANCE STAGE

**NETSKY B2B JAUZ B2B SLUSHII • ALAN WALKER • TQD • SONNY FODERA**  
FRED V & GRAFIX LIVE • DANNY HOWARD • ELI BROWN • MASON MAYNARD

THE PIT

**PAPA ROACH • BEARTOOTH • \$UICIDEBOYS • BLACK PEAKS • BLOOD YOUTH**  
NOTHING, NOWHERE • METZ • SHVPES • I DON'T KNOW HOW BUT THEY FOUND ME  
MAN WITH A MISSION • ECCA VANDAL • TEENAGE WRIST

FESTIVAL REPUBLIC STAGE

**KATE NASH • THE MAGIC GANG • SPRING KING • YUNGBLUD • OTHERKIN • PALE WAVES**  
HMLTD • SUNFLOWER BEAN • SEA GIRLS • PRETTY VICIOUS • BLOXX • WYVERN LINGO

BBC RADIO 1XTRA STAGE

**WRETCH 32 • YUNGEN • YXNG BANE • A BOOGIE WIT DA HOODIE • SNEAKBO • A2 • DJ SEMTEX (R)**  
LISA MERCEDEZ • HEX • DJ TARGET • IZZIE GIBBS

MAIN STAGE

**KINGS OF LEON • COURTEENERS • THE VACCINES**

**J HUS • KREPT X KONAN**

SHAME • BILLY TALENT • THE JOY FORMIDABLE • DINOSAUR PILE-UP

BBC RADIO 1 STAGE

**SKEPTA • DIPLO**

SLAVES • DON BROCO • WILKINSON LIVE • DMA'S • NF • NINES • MARSICANS • SKINNY GIRL DIET

BBC RADIO 1 DANCE STAGE

**HANNAH WANTS • MY NU LENG • THE MAGICIAN • RITON & KAH-LO • A-TRAK • MR EAZI**  
CHARLIE SLOTH

THE PIT

**HOLLYWOOD UNDEAD • STRAY FROM THE PATH • SCARLXRD • MILK TEETH**  
NORMANDIE • BLACK FUTURES • SLEEP TOKEN • LADY BIRD

FESTIVAL REPUBLIC STAGE

**TOM GRENNAN • ISAAC GRACIE • HINDS • LEWIS CAPALDI • SPECTOR • THE GLORIOUS SONS**  
HIPPO CAMPUS • WELSHLY ARMS • SAM FENDER • HAK BAKER • COIN • DEMOB HAPPY  
HUSKY LOOPS

BBC RADIO 1XTRA STAGE

**AJ TRACEY • LADY LESHURR • SKI MASK THE SLUMP GOD • HARDY CAPRIO • NADIA ROSE**  
GHETTS • SCARLXRD • EBENEZER • 23 UNOFFICIAL • BRYN • LAST NIGHT IN PARIS • HEADIE ONE

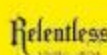
ALTERNATIVE STAGE

**HARRY HILL • LEE NELSON • JOEL DOMMETT • BIG SHAQ (L)**  
MO GILLIGAN • DANE BAPTISTE • TEZ ILYAS • SEANN WALSH • NEIL HILBORN

TOM LUCY • PAUL MCCAFFREY • LLOYD GRIFFITH • LAUREN PATTISON • JAYDE ADAMS • KIRI PRITCHARD-MCLEAN

PLUS MANY MORE TO BE ANNOUNCED

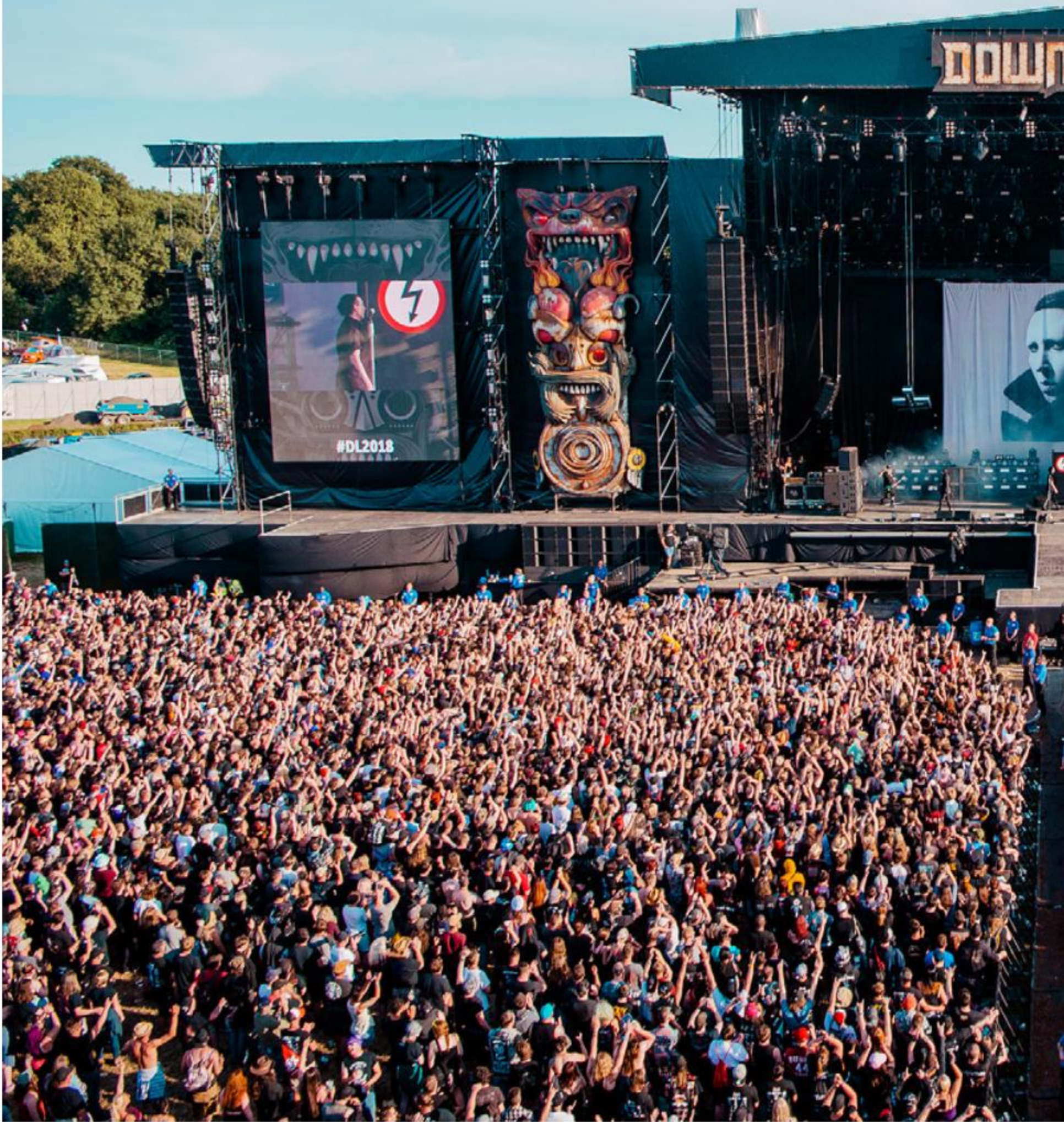
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BILL SUBJECT TO CHANGE



# DOWNLOAD F





# FESTIVAL 2018





IT'S DOWNLOAD TIME! And what a bloody great time it is. Donington once again is prepped and eager to host the most exciting weekend of rock and metal of the year.

Absolutely crushing sets from Employed To Serve and Stray From The Path help get the Avalanche Stage off to a flying start. Breakdowns and pits erupt and it's safe to say that this year's crowd are here to party hard. Over on the Main Stage, Marmozets are pulling out all the stops to make their debut playing amongst the big boys a memorable one. They hammer through new favourites such as 'Major System Error', as well as classics like 'Captivate You', with the vigour of a band who want to prove they're ones to watch. We already know they are, and after this show there's no doubt the future is bright for this band.

Back to the Avalanche Stage for one of the weekends most thrilling sets with Cancer Bats. Off the back of whirlwind success with their 10 year Hail Destroyer celebration AND a new album, these Canadian metalheads get a reception as if they were home-grown talent. Explosive from start to finish, the only thing we're left wondering is when these boys are going to get the headline slot they deserve!?. Bullet For My Valentine are old hands at this festival malarkey now, especially when it comes to filling big stages in front of big crowds. With a history of questionable sound at shows like this behind them, the crowd are understandably anxious about what they're about to hear. However, Matt Tuck and co provide a set of perfect sounding greatest hits to an adoring crowd who are left more than warmed up for tonight's headliners...


Before we reach one of this year's highlights however, there's just enough time to head to the Zippo Stage for a little bit of nostalgia in the form of headliners You Me At Six. The sun is shining and a crowd compiled mainly of this year's youth bounce up and down to songs such as 'Fresh Start Fever', 'Save It For The Bedroom' and 'Loverboy'. It's obvious this is a special moment for You Me At Six and it's very much deserved. Unfortunately for those pop-rock cuties, the incredible Avenged Sevenfold are headlining over on the Main Stage and they are stealing not only tonight's show but possibly that of the entire festival. Armed with production that includes an animatronic skeleton king and a giant floating astronaut, it's clear from the opening notes of 'The Stage', A7X are here to show us exactly why they are where they are. No stone is left unturned as the band sail through hits such as 'Hail to the King', 'Welcome To The Family', 'Nightmare' and 'Bat Country'. At one point, M

Shadows declares that they're going to sing a song about necrophilia and never has an act so crude and taboo been met with such ecstatic excitement. Of course, he was referring to the rock opera-esque 'A Little Piece Of Heaven', perhaps the shining moment of the set. Tender moments were present too; prior to covering Pink Floyd's 'Wish You Were Here', the band took a moment to honour The Rev and others they had lost too. Tonight's headline slot was a symbol of exactly who Avenged Sevenfold are, a true one-of-a-kind.

We begin our Saturday at Download at the festivals smallest stage to see Sleep Token. Masked men adorn the stage and give an understated performance of beautiful vocal melody against a back drop of heavy guitar. The tent is packed and the love is rife; it's safe to say this band are the greatest find of the weekend. This year's "secret" band are the one and only The Fever 333. In case you didn't know, Jason Aalon Butler of letlive. has recently teamed up with members of The Chariot and Night Verses to bring you the hardest hitting, most exciting, real world creative force we've had in a long time. Beginning their set with sacks over their heads and fists in the air in solidarity, it is everything you could possibly want and more. In true Jason style, he throws himself across the stage for the entire set and of course climbs some scaffolding. One thing for sure, this first UK demonstration has put them on the map as ones to watch for the future.

Remember when you first heard about the metal sensation that was comprised of three Japanese teenagers in tutu's who did dance routines to double bass pedals and ridiculous riffs? Yeah, well, Babymetal are actually an incredible live act and they proved that in the searing heat of the Zippo Stage at Donington this year. Despite being a member down, Babymetal play faultlessly to a massive crowd captivated by songs such as 'Karate' and 'Distortion'. What a way to redeem themselves after a difficult first rodeo at Download in 2016! Following Babymetal are Australian metal tour-de-force Parkway Drive. It is evident from the smile plastered across vocalist Winston McCall's face for the entirety of their set, just what this means to them. They have an absolutely amazing crowd who scream back every single word sung and are truly putty in the hands of this band. Parkway Drive's live shows are notorious for fire and of course, they brought enough flames to Donington to burn the place down. Drummer, Ben Gordon, steals the show in his rotating drum set up, playing portions of one song hanging upside down, and portions of another being rocked back and forth whilst on fire! This band truly are here for the fans.





Guns N' Roses are set to play a minimum three hour set tonight and for many that is an exciting prospect. It is safe to say that the main stage ground has never been so tightly packed with people waiting to see what kind of show they are going to get from these rock giants. It will be hotly debated whether or not this was the headline set to end all headline sets, but from where we were standing, there was a lot left to be desired. Axl Rose, for all his effort and hat changes (don't ask), just doesn't quite cut the mustard. They play the hits, they bring fireworks and guitar solos and that's all that can be said really. If you're a hardcore Guns N' Roses fan, which many here tonight are, then you likely got your money's worth and had a great time. But if you just want to hear 'Welcome To The Jungle' and see something entertaining, tonight's show just isn't for you. It's a set which proves why we need fresh headliners rather than recycling those who have had this opportunity many times before. Luckily, there is an alternative option for those who aren't feeling the arduous task of sitting through a lifetime of Guns N' Roses. Neck Deep take the challenge of headlining the Avalanche Stage and it's safe to say there's a real party going on here. Arriving to their own version of 'Sweet Child O' Mine' and performing in front of their edited Guns N' Roses logo, Neck Deep smash through pop punk anthems like there's no tomorrow. They have the fire, the fury and the fun and are a reminder that at Download, there is something for everyone.

Sunday arrives and the sun is still shining... Goodbye Drownload! Hatebreed are up on the Main stage to play an absolutely crushing set to the burnt souls beneath them. They bring energy in abundance and please old fans and new alike. Not that Donington needed warming up today, but they definitely succeed in setting the precedent for the day. Back in the shade of the Avalanche Stage are Bad Cop/Bad Cop, a feminist punk rock quartet from overseas. They bring their own unique flavour of girl power to the fields of Download this year and it's received with open arms. Another band to watch as these girls don't show signs of slowing down any time soon! Another band that are making themselves known are Body Count. They get the pleasure of playing to the sweaty struggling masses of the Zippo Stage, but no amount of heat exhaustion is going to stop Ice T and friends creating chaos. There's pits, aggression, a Slayer cover, yells of 'Talk Shit, Get Shot' and an appearance from Ice T's little girl. Body Count feel like they are made for festivals like Download; they bring messages of unity and strength, and they of course bring a party too. Talking of parties, there's just enough time to head back to the cool shadows of the Avalanche tent to catch Jamie Lenman before heading over to the Main stage

for tonight's double dose of darkness. Jamie Lenman, although playing to a crowd of mostly passed out tired bodies, puts on a great show as always. Dressed all in white he roars through 'Hell In A Fast Car', 'Waterloo Teeth' and 'One Of My Eyes Is A Clock', before pulling out a Reuben classic and ending with the chants of 'Mississippi'.

The penultimate act of the weekend is the legendary Marilyn Manson. Famously, Manson has a very rocky past with Download; sometimes he is great, sometimes he is shocking. Tonight's show is somewhere in-between...with an attitude that screams "I don't give a fuck" Manson drags himself around the stage with little effort and repeatedly throws his mic stand to the floor for some poor stage hand to come and pick up. He has a man wipe down his forearms after most songs, dismisses costume changes and simply does as he pleases. It's pure diva-dom, but else would you expect from Manson!? Granted he does crucify the likes of 'Angel With The Scabbed Wings' and 'This Is The New Shit', but when it comes to newer material such as 'Kill 4 Me', 'Say 10' and latest single 'Cry Little Sister', he shines through and reminds us that he is the 'Antichrist Superstar' and has got this slot for a reason.

Closing this year's festival is Prince Of Darkness himself, Ozzy Osbourne. Another superstar who has had a rocky past with performances, a crowd waits with bated breath as to whether they're going to get a party or a disappointment. Before making himself known, the screens on either side of a giant crucifix play a highlights reel of Ozzy's career, leaving us all teased. Ozzy's voice then booms through the speakers "Download, Are you ready!? I said are you fucking ready!?" and from this moment it's safe to say we're in for a treat. 'Bark At The Moon', 'Mr Crowley', 'Crazy Train' and 'Mama, I'm Coming Home' all make an appearance, alongside the likes of Black Sabbath classics 'Fairies Wear Boots', 'War Pigs' and 'Paranoid'. Whilst Ozzy is the star, Zakk Wylde gets his moment in the spotlight and plays potentially the longest guitar solo anyone has ever witnessed, it could quite possibly still be going on right now. Before tonight many people had likely written Ozzy Osbourne off, but as he bounces back and forward across the biggest stage in metal and interacts with his fans, it's fair to say there is life in the old dog yet. So that's it, the soil of Donington once again destroyed and adorned with the passion and excitement of hundreds of thousands rock and metal fans. 2018 has definitely been a year to remember, let's see if 2019 can top it!

Words by Alice Hoddinott



# **KNOCKED LOOSE**

**@ CLWB IFOR BACH. CARDIFF**  
**SUPPORT: GUILT TRIP, BROKEN TEETH**  
**25TH JUNE 2018**







The band that never stops touring are finally delivering and delighting us with some headline shows of their own. Knocked Loose have been a relentless show stopping machine ever since Laugh Tracks came out a few years ago, and it doesn't appear to be slowing down anytime soon. They bring along two UK hardcore bands for the four date run of shows as Guilt Trip open up tonight's show in Cardiff. The Manchester based band start a few minutes late due to guitar difficulties but once underway they play out their modern day slabs of hardcore with ease and to a fairly muted audience reaction. Not much changes throughout their set as they only play about 20 minutes and the band themselves don't do much to get the people going as they remain fairly static like they did when we saw them support Madball in this venue a year ago. The sound is far better tonight than it was then but the reaction is still the same.

Fellow Mancunians Broken Teeth are up next and are always a sure-thing to get a rowdy response at any UK hardcore show. The room has filled to the brim by the time they come on stage but there's still enough space for a big pit to open up and truly kick off the dance of hardcore. Two steps, windmills and circle pits really energise everyone in the room and the humidity skyrockets to uncomfortable levels. They don't do anything flashy or overly technical but their knowledge and love of all things from this world shines through for a furious half hour.





After a considerable amount of time the Oldham County natives Knocked Loose set about annihilating everything in their path with opener 'Billy No Mates'. The next 45 minutes has Cardiff eating out of their palms, vocalist Bryan Garris and guitarist Isaac Hale trading off on motivating and pushing the crowd to get more and more into it, which they happily oblige to. Stage dives, mic grabs and everything else you expect and more. The band actually deal out some older cuts which is great to see as they have been on our shores doing only support and festival slots. However it is still the big hitters that make the loudest shouts of the night with 'Counting Worms', 'Oblivions Peak' and 'Deadringer' being absolutely ludicrous and joyous. They can do it in a headline setting, they've shown up many many bands on support runs, but the question we want them to answer next is can they achieve success on that difficult second album? Only time will tell and we still have no news whatsoever on when that will be.

Words & photos by Joshua Clarke



# **KNOCKED LOOSE**

**@ CLWB IFOR BACH. CARDIFF  
SUPPORT: GUILT TRIP, BROKEN TEETH  
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# NOFX

@ 02 ACADEMY BRIXTON. LONDON  
SUPPORT: BAD COP / BAD COP, THE SKINTS  
15TH JUNE 2018

Controversy clouded this show in doubt on whether or not it would actually take place after NOFX made some jokes in poor taste in Vegas about the devastating shooting that took place there. People who like or have seen NOFX before are no strangers to them making edgy jokes and its all a part of their act, and that's all it is, an act. Many can't look past the statement that night but just before they head on stage Brixton Academy is full to the brim downstairs...

On a positive note badass four piece Bad Cop / Bad Cop treat us to an opening of catchy punk rock. It's energetic, fun, relentless and theres minimal talk in between songs as they power through a 40 minute set. The room fills slowly but it is quite the space to fill as crowd enthusiasm is muted but that doesn't stop the girls on stage. Bassist Linh Le brings the jumps and sassiness to the performance whilst drummer Myra Gallarza plays with that classic punk pace and power that helps ignite the songs aired. The vocals could've been a bit louder and the guitars more clarity but all in all a fun set from the LA quartet.







Hailing from London up next is The Skints, a UK ska band who take their influences from The Specials and Madness utilising all kinds of different instrumentation and the signature ska guitar tone and style of play. Quite frankly, an hour long set is far too long it must be said. For lovers of all things ska then sure it seemed like a lot of people had a good time throughout their set but for casual fans and those of who have never heard The Skints before its all very tedious and a slog of a slot to get through. Moments after they step off stage this reviewer couldn't remember a single hook or moment and they also decided to butcher one of the greatest hardcore songs of all time, Black Flag - My War. Marcia Richards' vocals aren't loud or clear enough once again, however a lot of what they play sounds very repetitive and doesn't do much to draw you in.

After that it's fairly fitting that a band such as NOFX shall come on to deliver their dry wit, elongated banter sections and breakneck punk rock. The band sound tremendous after they eventually get started after a lot of dicking about proceed to play the best NOFX set this reviewer has witnessed. 'Six Years On Dope' arrives early and incites pandemonium on stage and in the crowd as punters come over the top and the 40 people strong side/back of stage party get loopy and dance all over the place. The bands crew is minimal but it seems they have their priorities set on refreshing drinks and making sure the cooler they're sat on is constantly stocked. Fat Mike is in his usual tongue in cheek mood and delivers many edgy jokes and remarks whilst sporting a lovely frock. El Hefe shreds his leads and plays air trombone at one point and even has a roadie carry it off which tickled many in attendance. There is a section for serious topics as the band dedicate 'Linoleum' to Tony Sly, the last song he ever played live Fat Mike quips and they also play 'I'm So Sorry Tony' to his memory for a genuinely touching moment. All in all if you were looking for a party in Brixton on Friday night then Brixton Academy was the place to be.

Words & photos by Joshua Clarke





# NOFX

@ O2 ACADEMY BRIXTON. LONDON  
SUPPORT: BAD COP / BAD COP, THE SKINTS  
15TH JUNE 2018



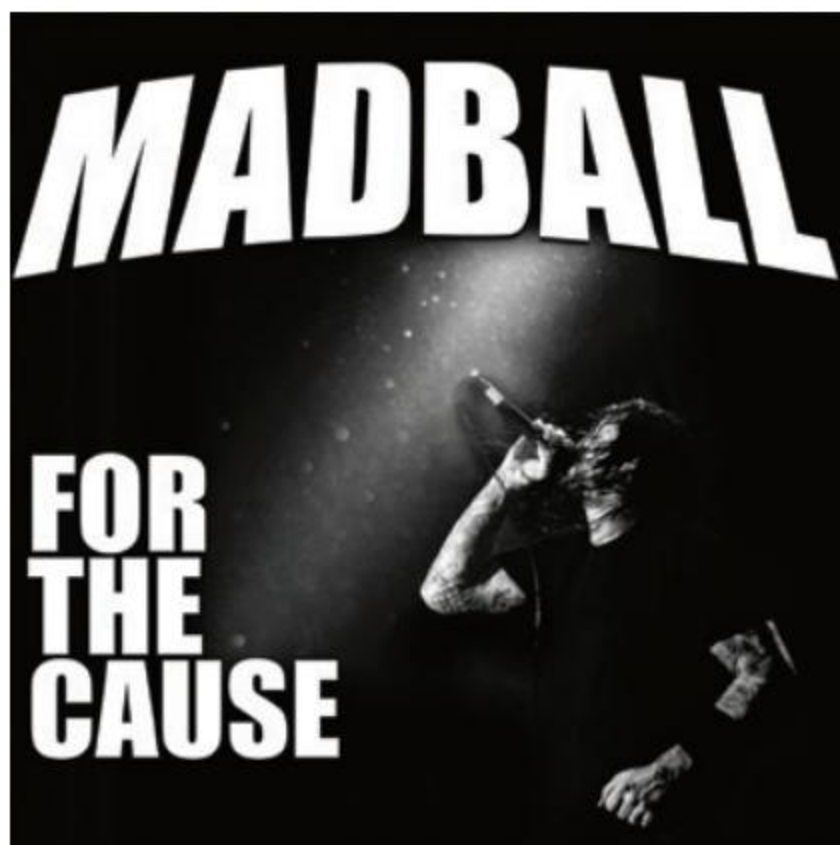




**Bullet For My Valentine - Gravity**  
*Search and Destroy/Spinefarm Records*  
Release Date: 29th June 2018

You've gotta feel that this is surely the last roll of the dice for Bullet For My Valentine with the disaster that was *Temper Temper* and *Venom* being the return to form they needed but didn't receive the praise or profile it so desperately needed. Bullet have always done big riffs and power better than the hard rock radio friendly style of songwriting that always comes across as uninspired and suffers terribly at the hands of Matt Tuck's comical and juvenile lyrical content. 'Leap Of Faith' and 'Over It' start things off on a positive note with genuine hooks and leaning more on the harder edge that the band have always had but not always utilised. However this doesn't last long, from 'Letting You Go' onwards the tracks blur into one dull and lifeless corpse until a twitch of life arrives at the end for a re-release of 'Don't Need You' which is still one of the better singles the band have penned over the past few years. They needed a knockout punch to back up their upcoming arena shows and justify their high billing at Download recently but we fear that Gravity will see them out cold soon enough.

Words by **Joshua Clarke**



**Orchards - Losers/Lovers**  
*Big Scary Monsters* | Release Date: 6th July 2018

Hailing from Brighton, elative reverby math-pop outfit Orchards channel absolute melodic bliss and infectious groove on *Losers/Lovers*, exhibiting a soft spot for TTNG and Tera Melos and indie bands of a decade bygone.

One of Orchards' biggest successes on this EP is their ability to retain a distinctive sound while displaying an opulent sonic palette; 'Honey' in particular is awash with the vibrato-ed out, glitchy guitars that define the harmonic landscape of the band's work and the entire record sounds both strikingly fresh and cozily nostalgic. Vocal lines contribute in abundance, too, shifting in timbre to occupy space or project the strongest, catchiest hooks of all their contemporaries. Math rock vocals often seem like an afterthought, and Orchards stand out in this respect. Songs are primarily upbeat in one sense or another, and the juxtaposition of the Marr/Rourke inspired chorus of 'Age of You' against the TTNG-esque opening riff of 2016 single 'Peggy' reinforces the band's dexterity and songwriting finesse.

The result is a record that keeps on giving; *Losers/Lovers* offers so much to listeners that it needs several spins to fully appreciate its vivid and bounteous musicality — exciting, compelling and promising.

Words by **Dominic George**







**Madball - For The Cause**

*Nuclear Blast Records* | Release Date: 15th June 2018

Being musical icons comes with the pressure of fans' expectations. You can't churn out the same stuff over again nor can you go too far into a new direction. Luckily, kings of New York hardcore Madball are one of those bands who seem to magically balance sticking to their blueprint and throwing in some surprises with each new record.

Their 9th studio album *For The Cause* still includes those two main Madball sounds that we are used to. There's the groovy, hip hop tinged tough-guy hardcore (e.g., 'Smile Now Pay Later', 'Damaged Goods', 'For the Cause') and the more old school two-steppers with singalong choruses (e.g., 'Rev Up', 'Freight Train', 'Lone Wolf'.) However, even these more classic sounding songs have a little extra modern flare to them, mostly due to singer Freddie Cricien's venture into more melodic vocals and the overall production of Tim Armstrong (Operation Ivy, Rancid, Transplants, etc.) Although still with a hint of Madball flavour, 'Tempest' and 'Evil Ways' are quite reminiscent of Body Count, with the latter even featuring Ice T's iconic sparse yet venomous rapping. The biggest surprises come in the form of the epic stadium rock style anthem 'For You' (which would have made for a great closing track) and the uptempo punk rock stomper 'The Fog' featuring the aforementioned Armstrong, which essentially sounds like a really good Transplants song.

*For The Cause* definitely fits well into the band's discography and has enough diversity to keep both old and new listeners entertained. Its main downfall is that it does sound a little bit too polished in places which might not be for everyone.

Words by **Jonathan Miller**





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# GAMING: JULY ROUNDUP

## THE BIGGEST GAMES COMING OUT THIS MONTH

### OCTOPATH TRAVELLER



This stylish Switch retro RPG finally arrives this month, with its gorgeous pixel art aesthetic and 8 individual storylines to follow. It's a hell of a looker, though the slow pace might not be for everyone.

### RED FACTION GUERRILLA RE-MARS-TERED



The HD revamp of Volition's excellent Red Faction Guerrilla deserves your attention for the painful pun in the title if nothing else, but it's a great game that stands up well despite its age. The destruction physics have yet to be matched.

### SONIC MANIA PLUS



The best Sonic game for years gets expanded with two new characters (Ray the flying Squirrel and Mighty the Armadillo), a new Zone, and a cool new Encore mode which adds new gameplay features.

### THE BANNER SAGA 3



Stoic's melancholy viking strategy game reaches its conclusion with the third and final game of the powerful, tactically challenging trilogy.

### OVERCOOKED 2



Madcap kitchen antics return in this sequel to the unexpected brilliance of the original game. There's a bunch of bonkers new levels, new recipes and techniques to master, and it's bound to be a monster party hit for four players.



# E3<sup>TM</sup> 2018

digital worlds, real innovation

Words by James Hall

## E3 2018

PC, PS4, Switch, Xbox One

The annual Electronic Entertainment Expo took place again June, and as usual we got a load of new game announcements, more details on forthcoming games, and a couple of small surprises. So what did this year have in store?

### EA

EA kicked things off, showcasing some of the new features of Battlefield 5, which will feature fully destructible terrain - the video showed some tanks driving through houses, which looked epic. They also revealed the worst-kept secret of the conference; that Battlefield 5 will include a full Battle Royale mode. EA also revealed the existence of a new Star Wars game, titled Jedi Fallen Order, but didn't give any further details. Unravel 2 was also revealed, this time featuring two-player co-op, and is available now on PC and console.



Most of the time was spent detailing Bioware's Anthem, which promises to be an epic sci-fantasy RPG with a heavy emphasis on online co-op, and closed out the conference with a gameplay demo. But not a mobile game that pits two players head to head.

### MICROSOFT

Microsoft gave perhaps the most traditional E3 briefing, showcasing a whopping 50 titles in some form or another. Some of these we already knew about, some we could have guessed were coming, and others came very much out of the blue.



A few new games were teased - Halo: Infinite will be the next Halo game, but we don't know anything about its content yet. From Software's Sekiro looks like a dark cross between Dark Souls and the Tench games, and Capcom showed off a new Devil May Cry from the original series, in the form of Devil May Cry 5.



More time was spent showing off Forza Horizon 4, which looks as spectacular as you might expect. It takes the open-world racer to the streets of Britain, gives you the option to play always online with other racers in your game, and adds seasons to the game as well. Microsoft also spent a chunk of time detailing Dying Light 2, which now incorporates a choice-driven storyline that changes the world around you as you make decisions in game.



The weirdest reveal was the existence of three new Gears of War games. Naturally, there'll be a Gears of War 5, which continues the storylines started in 4. There's also a Gears Pop, which is a mobile collaboration with Funko Pop toys, and looks... bizarre. Most interesting was Gears: Tactics, an X-com alike strategy game in the Gears of War universe.

The final moments were spent previewing CD Projekt RED's Cyberpunk 2077, which looks set to be a spectacular RPG when it arrives.

## BETHESDA

Bethesda evidently decided to throw everything at the conference, including the kitchen sink. Welcome surprises included the brief reveal of Doom Eternal, a follow-up to the 2016 game that appears to take the battle against the demons to Earth. Id Software is also busy working on Rage in conjunction with Avalanche Studios, taking the fast past FPS gameplay



to a crazy, over-the-top post apocalyptic open world. And if that wasn't enough, Human Head Studios are also producing a new Wolfenstein, entitled Young Blood, which will be a standalone expansion taking the series into the 1980s with a co-op shooter starring the twin children of BJ Blazkowicz.



Bethesda then spent some time detailing the recently-announced Fallout 76, which will be an open world online survival RPG. There won't be NPCs in the world, just other players, and you'll be free to band together with other players - or turn on them.

Bethesda ended the conference with their first new IP for 25 years, the space-faring RPG Starfield, and with a brief confirmation that they're working on The Elder Scrolls 6.

## SONY

Sony managed to deliver the oddest conference it has for years, focusing on just a handful of titles with little in the way of new reveals. We got deep looks at The Last of Us 2, Ghost of Tushima, Death Stranding and Spiderman, but there were a couple of surprises. Team Ninja will be bringing us Nioh 2, Remedy software is developing surreal psychic shooter Control, and Capcom finally confirmed that it's working on a remake of Resident Evil 2, which appears to be a total rebuild from the ground up, with redesigned characters and creatures.





# E3™ 2018

digital worlds, real innovation

Words by James Hall

## E3 2018

PC, PS4, Switch, Xbox One

The Last of Us 2 showed off Naughty Dog's incredible motion capture and animation work with a brief story scene focusing on Ellie and her new girlfriend, before jumping into some brutal stealth action scenes. Ghost of Tsushima is Sucker Punch's epic Japanese action RPG, and it looks incredible with its blend of lethal swordfighting and cinematic visuals.



Sony rounded off with Insomniac's Spiderman game, and it looks really spectacular - a slightly different take on the friendly neighbourhood web-slinger that looks to be true to the spirit of the comics. Most important, the web-swinging looks great, and the Batman Arkham style combat suits Spidey perfectly. Definitely one to get excited for.

## NINTENDO

In its strangest Nintendo Direct yet, the Japanese company had one thing very clearly on its mind:

There's a new Super Smash Brothers (Ultimate) on the way. Nintendo felt so strongly about it that they devoted almost 30 minutes to the game, detailing every character as well as many of the guest appearances and some of the over 10,000 changes, which included such important revelations as the Wii Fit trainer getting a new face model.



When it wasn't talking endlessly about Smash, Nintendo did manage to announce a handful of new games. There's exciting mech shooter Daemon X Machina, a new Fire Emblem game, and a new, Super, Mario Party. Splatoon 2 also got a fun-looking expansion.

Nintendo failed, however, to give any more details about the Metroid game in development, and neglected to mention the paid online service that's supposed to be launching later this year.



## UBISOFT

Once again Ubisoft delivered the most Ubisoft conference it possibly could, opening with a dancing panda parade to showcase the announcement of a new Just Dance game. Things calmed down a little by the time we got an extended look at the Division 2, which looks exactly like you'd expect a sequel to the Division to look, and we got a better look at Pirate-em-up Skull & Bones, which expands on the ship-based gameplay of Assassin's Creed 4 in meaningful and interesting ways.



Ubi gave us another glimpse at Beyond Good and Evil 2, confirming that it is still a prequel, but you won't be playing as Jade this time around, though she does appear in the game as a feisty young rebel. It looks stunning, though we have no idea what the game will involve or how it will play.

We were also given a better look at Ubisoft's toys-to-life game, Starlight, which lets players customise toy spaceships to change their in-game loadout. Thrillingly, there'll also be a Nintendo collaboration, with Starfox's iconic Star Wing available for the game. Then there was the (already leaked) reveal of Assassin's Creed Odyssey, a Greek-themed entry in the series, which this time features both male and female leads, and will expand on the RPG-heavy systems explored in Assassin's Creed Origins.



## SQUARE ENIX

A rather muted affair for Square Enix, which showed up to E3 with a sharply edited video of its forthcoming games. There were few surprises here - Kingdom Hearts 3 is real and has a release date (January 2019), Dragon Quest XI looks charming as hell and is getting a western release, and Shadow of the Tomb Raider will conclude Lara's origins trilogy and apparently turn her into a total badass if the gameplay trailer was anything to go by.



The only real surprises came in the form of RPG Babylon's Fall, which we know nothing about, a beat-em-up called the Quiet Man, and the already-rumoured Just Cause 4, which is set to provide the usual open world chaos that the series is renowned for. Oh, and this time you'll be able to use a tornado to dismantle your enemies. Obviously.





# WRECKFEST

DRIVE HARD. DIE LAST.

Review by James Hall

## WRECKFEST

PC

What's more effective than using brakes to get around a sharp corner? Using another car instead, of course. It's a tactic that was hugely effective in the PS1 classic Destruction Derby, which Wreckfest is a clear spiritual successor to. Whilst the practice might be frowned upon in more serious racing games, in Wreckfest, it's not only viable; it's encouraged.



Rampant destruction is basically the order of the day in Bugbear's latest effort, which you might previously have heard about during its lengthy Early Access Period when it was known simply as Next Car Game. Yes, the general objective is to be first over the finish line, but being last man standing is an equally plausible way of winning an event, especially if you set the damage mode to 'realistic.' Races take place in numerous fictional, but nonetheless believable, locations, from Nascar style ovals to mixed tarmac and dirt circuits to deadly crossover tracks. Most events feature 24 vehicles, so first corner crushes are to be expected, and you'll see cars tumbling

over one another, into tyre barriers, and debris and shrapnel thrown into the air at every turn.

On track things can get pretty manic, then, and sometimes you're unlucky enough to be a passenger as you're buffeted by other vehicles, and sometimes you'll be battering the other cars out of the way instead. The damage modelling is exquisite, and whilst the cars might not be licensed they look incredibly authentic, and it's fairly easy to see the inspiration behind each even when doors, panels, bumpers etc are crumbling off them. Whilst most vehicles on offer are typical American style muscle cars and classic road cars, there are a few more humorous inclusions - like the ride-on lawnmower that kickstarts the career mode, a three wheeler Reliant Robin clone, a massive US Schoolbus and an even bigger combine harvester. There's also Steam Workshop support for the possibility of even crazier vehicles.





It's just as well that the handling feels great. Wreckfest strikes a nice middle ground between drift racing and precision realism, a feel broadly similar to that of the Forza Horizon games with assists turned on. That makes it really easy to pick up and play, and hugely satisfying to throw your car around the well designed tracks. Career mode is split into a handful of seasons, each with a string of events in which to compete, encompassing a wide range of vehicle classes and race types. Most common is the standard 'demolition racing' - the no-holds-barred signature race type, but there are also demolition derby events (pure survival / destruction modes set in unusual arenas) and rather more unique set-pieces, like the aforementioned lawnmower derby, or a hilarious (and difficult) race that pits you in a three-wheeler against 23 school buses on an oval track.



Outside the career mode there are custom races and multiplayer on offer. Custom races let you configure an event as you wish, whilst multiplayer is relegated to a strangely archaic server browser, requiring you to pick a server to compete on - there's no quick play or matchmaking features on offer, which feels like a strange omission. That's one of a mere handful of niggles with the game though- the others being the disappointing lack of in-race map, which makes trickier circuits hard to read, and a slightly clunky user interface and career mode progression system. None are major issues - even the server browser system, whilst old-fashioned, is effective, and online races tend to go mostly lag-free and benefit from a friendly community.

Wreckfest is a great return to a somewhat forgotten style of racing game, and it's great to see an early access title deliver so solidly on its promise.

8/10

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## STATE OF DECAY 2

Review by James Hall

# STATE OF DECAY 2

PC, Xbox

I'll be honest, my expectations going in to State of Decay 2 were fairly low. I hadn't played the previous game, and I was very much feeling the fatigue from the plethora of open-world, survival type games flooding the market.. not to mention the over-saturation of zombies into every type of media.



Imagine my surprise, then, when the game turned out to be so much more than that. Yes, State of Decay 2 is an open world zombie survival game, in which you and a handful of survivors must eke out a living in an undead apocalypse, scavenging food and weapons in order to survive. Death can be sudden and permanent, and you can't just reload a previous save to redo your actions if you make a bad decision.

All of these elements feel fine, if a little basic, but that's okay, because none of that is the real meat of the game, it's just the moment to moment gameplay. State of Decay 2 is really a management game, in which you're tasked with ensuring the survival of

your ragtag band of lost souls. You'll fortify a base of operations, build up facilities and fortifications, and head out on supply runs to gather much-needed resources, whilst micro-managing your community's morale and trying to meet their needs.

And what complex needs they are. There are the basics needed to keep your base running - food and medical supplies, ammunition and building materials, all of which can be found scattered around the map or obtained by claiming outposts. You'll need beds to sleep in, medical facilities to heal with, and gardens to grow food. You might also want to find a source of fresh water, or a power supply, maybe set up a guard post, but all of these increase the noise your base generates and run the risk of attracting roving zombie hordes. Then there are the needs of the individual people - each of whom will have their own personality traits. Some might be natural loners, uncomfortable living with others. Some might be thrill seekers, or practical jokers, much to the frustration of their more irritable community members. They'll fight and argue, even ask you to go with them on personal missions, but they'll all band together for the good of the community when it's under threat. With limited bed space, you'll need to be picky about who you recruit, making sure that their personalities don't clash so much it'll impact morale, and making sure you have the right set of skills to be able to survive.



In case I'm not being painfully clear, let me put it this way: there are a LOT of objects to juggle in State of Decay 2. Fortunately, the game is pretty good at explaining what these are, even if the tutorial is fairly limited. There are screens to manage your survivors and your base which show what factors are currently affecting pretty much everything about their morale and health, how many resources you're using compared to how many you're gathering or growing and what factors are affecting all of these. In true survival style, you rarely, if ever, get to a state where you're able to keep the factors balanced without something going wrong.



From the community screen you can switch which character you're controlling, and you can pick another character to accompany them on excursions out of the base, cutting down zombies and raiding buildings for supplies. If you're feeling lucky you might even try and clear out an undead nest, or take down one of the bulbous Plague Hearts that spawn powerful infected zombies.

You're not alone in the suburban apocalypse, either. You'll come across other survivors, some of them alone - and potentially in need of your help - and others in communities of their own. You can strike up relationships with these enclaves, establishing trade routes and forming alliances, or possibly piss them off and either kill them all or let the zombie hordes do the job for you. The town changes around you constantly, with new survivors moving in and out, some falling to undead attacks, others out to screw you for your resources. Fail to respond to a radio call for help and you'll quickly make enemies.

Where State of Decay 2 excels is in its focus on individual people. Each character has a surprising amount of personality, given that they're randomly generated from a series of traits and appearances, and you soon get to know and rely on your community members. If one betrays you, it feels personal. If one dies, their loss is keenly felt by the rest of the community, too. The ever-present danger

of permadeath and single save slot means you really want to hang on to your people - especially those whose skills have been finely honed. It doesn't take much for a supply run to go pear-shaped - my first disaster occurred when I sent out two survivors to meet with a faction who were hoarding guns. When I disagreed with their opinions - that all guns should belong to them, and not be shared or sold to others - they opened fire on me, killing my two best characters. So I sent out a revenge squad, armed to the teeth, and set about ridding the neighbourhood of the gun runners. The resulting firefight attracted the attention of a zombie horde, and one of the revenge squad was killed. I'd narrowly won the day, three community members down, one survivor badly injured with a mountain of corpses all around, when the body of my friend suddenly jumped back into life and started tearing my throat out. Make that four survivors down.

State of Decay 2 excels with this kind of emergent gameplay and its ability to tell very human stories, but it isn't without its flaws. Inventory management is cumbersome, especially when it comes to storage areas and vehicles. There's a significant amount of open world jankiness; sometimes characters and creatures will get stuck in animations or vanish entirely, cars get stuck on walls and barriers. Survivors refuse to respond to interactions with them. These can be frustrating, but there's rarely anything game-breakingly bad - the worst I encountered was when a companion character disappeared during a quest, but after reloading the game he was back at the base, present and correct.

The game world is suitably huge - spread over three large maps, each of them more than sufficient to house the entire game, and you can uproot your survivors from one town to the next if you wish. A single playthrough - which concludes when you've destroyed all the Plague Hearts on a map and secured your leader's legacy through their questline - can take a good 20+ hours, and there's replay value added with the ability to carry over survivors and your legacy to another playthrough.

The handful of glitches and UI niggles never quite derail the game, which manages to be absorbing and strangely gripping. The emergent storytelling works surprisingly well, and the focus on management helps State of Decay 2 stand out in an increasingly crowded market.

9/10



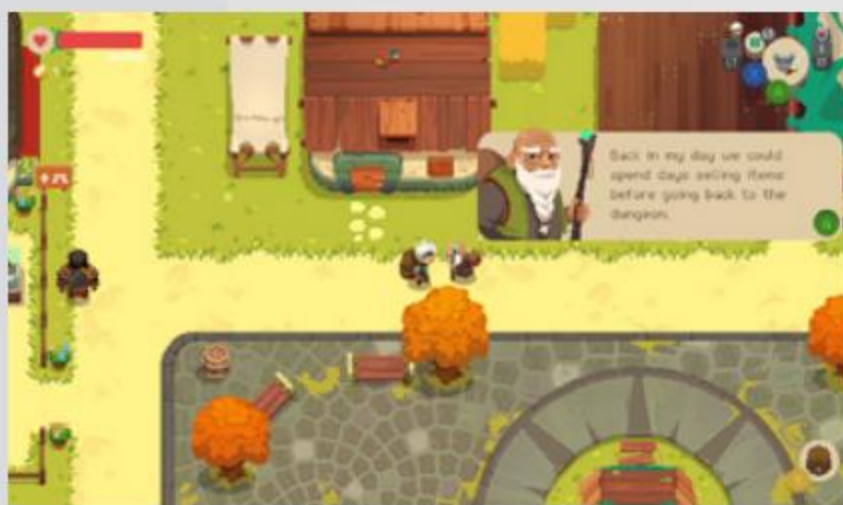


Review by James Hall

## MOONLIGHTER

Switch, PC, PS4, Xbox

I really, really want to love Moonlighter. For one thing, it's an absolutely beautiful game; the stylish pixel art is gorgeously animated and lovingly detailed, and the concept is neat: a combination of shopkeeper and dungeon crawler, where our silver-haired hero explores randomized dungeons each night, slaying monsters and collecting valuable items, then returns to his store during the day to flog his finds to the local townsfolk, careful to strike a balance between supply and demand, selling items at the right price to meet his customer's needs. There's a pretty even split between the two gameplay elements, and both parts of the game have some great mechanics that makes the game feel distinct.



The dungeoneering half of the game sees you navigating a series of rooms from a top-down, Zelda-like perspective, battling enemies with your choice of weapons. You can do a dodge roll to avoid attacks

and cross small gaps, and kill enemies for loot. as the game progresses you'll advance through three levels of the dungeon and fight a boss in order to unlock the next dungeon, but you can use a pendant to teleport out of the dungeon at any time to return to your store, though the dungeon will be reset if you do. You'll also unlock a different pendant that will open a portal to town, Diablo-style, allowing you to return to continue your adventure later, though this costs a sum of gold.



On returning to the store, you can stock the shelves of your store with items from your inventory, set a price of your choosing, and wait for the customers to roll in. They'll react with a simple four-tier expression system to give you an idea of how they feel about the pricing; too expensive and they won't buy it, too cheap and they'll think it's a bargain. You can see a history of prices for each item you've sold and people's reactions to those prices just by tapping the right trigger, and



the game will helpfully default to the last acceptable price you sold an item for when you set it out. It's a simplistic but effective system, though it can get quite hectic with multiple customers in the store, picking up items and responding to their reactions to your prices. Oh, and you'll have to deal with endlessly annoying shoplifters, who you need to chase and catch before they leave the shop with their stolen goods. At the end of the day the money you've made is tallied up and you're free to spend, spend, spend.



You can upgrade your weapons and armour by investing gold to attract new merchants to town and engaging their services, or invest in your own store to add new shelves and showcases or better cash registers. The one thing you can't upgrade is your bag space - you're limited to a backpack with 20 slots and a few pocket spaces, and Moonlighter manages to even game-ify inventory management, as you'll find cursed items that must either be located in certain spaces in your backpack or will affect other items when picked up. Transmuting them into different items or destroying them when you leave the dungeon if you don't position them carefully. And should you die - which can happen quite easily, since the enemies can dole out hefty damage pretty quickly if you're not paying attention to your health bar - you'll be kicked back to town but you'll lose the contents of your backpack in the process.

And yet, as much as I want to, I don't love Moonlighter. It's not because it's a bad game - far from it, in fact - but it ultimately just doesn't do enough to keep your interest despite its best efforts. Yes, there are upgrades for your shop and for the town. There are five different dungeons, each with their own visual style, enemy types and mechanics to contend with. There's a variety of weapons and armour you can take with you and upgrade to suit your playstyle. And the randomised, rogue-lite nature of the dungeon design makes every run slightly different. But the core gameplay loop - satisfying as it is - just never changes enough, or becomes challenging enough,

to make the game stay with you for the long term.

With its gorgeous artwork, solid mechanics and charming presentation, Moonlighter is easy to like, and makes a strong first impression. It just needs a little more depth beneath the polished exterior.



7/10







Review by James Hall

## ONRUSH

PS4, Xbox

Let's get one thing straight first of all: Onrush is NOT, contrary to what you might think, a racing game. Sure, you drive various cars, trucks and motorbikes around off-road circuits, and you're definitely competing against other drivers, but you're not racing them - there's no prizes for first place; in fact if you get too far ahead of the pack you'll be bumped back into the middle of it, and all the vehicles are pretty much the same speed anyway.



Onrush is really a team and class based competitive multiplayer game, in which the classes are the different vehicles and each map is a different racetrack. It feels reductive describing a game in comparison to others, but Onrush truly feels like the hybrid offspring of Overwatch and Burnout, albeit one that was raised in the school of PWND. Honestly, there's nothing quite like it, and whilst getting to grips with its unusual concept (and its 'edgy' presentation) might take some work, it might well be worth it.

There are four classes of vehicles, each with two variants; the eight vehicle types each boasting their own special abilities. All vehicles have access to a boost meter, which is charged by driving over jumps, hitting fodder vehicles that litter the track, and wrecking your opponents, and most vehicles have extra ways of charging the meter too - the motorbikes earn boost by performing flips and tricks in midair, the aggressive Charger gains boost from driving near enemies whilst the defensive Dynamo gets it from driving near teammates.

Using boost builds up your Rush meter, which can be unleashed to power through the opposition and inflict status ailments on the opposition, temporarily blinding them or reducing their handling. Each vehicle feels fairly different thanks to the mix of abilities, and whilst these can't be customised you can unlock new skins for both vehicles and drivers through a loot crate type system - don't worry,





there are no real money transactions in sight, and all of the skins can be bought with in-game money, too. All of the cars feel fun to drive, and the game's arcade handling model will feel familiar to anyone who's played Motorstorm or Burnout.

There's four main game types; the basic Overdrive mode tasks each team with earning a set sum of Boost before the other team does, but there are also a checkpoint based mode and a survival type mode where each player has 3 lives. I've found the most fun in the Lockdown mode, a kind of mobile King of the Hill match where teams race to get the most vehicles in an area that roves along the racetrack. Unfortunately Onrush isn't brilliant at communicating the requirements for each game type, so unless you've watched the video introductions for each mode (and vehicle, for that matter) in the single player game you might find the mechanics a bit of a mystery.



Communication and presentation end up being Onrush's biggest problems, in fact, because the actual racing feels great for the most part. But you do have to suffer through the cringeworthy voiceovers and forced sense of 'badditude', which includes having to watch blandly designed characters act out irritating, stiffly animated victory poses on the score screens after each race and put up with similarly annoying canned voice clips every time you take down another racer. I'd strongly recommend replacing the in-game music with a soundtrack of your own choice as well, unless you were a fan of boisterous dubstep 10 year ago and want to rekindle that love. There's a gameplay impact from the clunky presentation as well; every time you crash in a race there's a forced replay and 5 second cooldown time, which really takes you out of the action for longer than it needs to, and the lengthy, unskippable results screens could have been better implemented - to hide the loading of the next track, perhaps?

Most of these concerns fall away as soon as the racing starts, since rounds are fast paced and tightly

structured to make sure you're always in the action.

A few physics quandaries marr the experience a little; instances where your vehicle just brushes an object and is deemed wrecked, or when an opponent gets credit from wrecking you when the replay seems to show that they didn't even touch you. When playing online this is easier to write off as a network or server hitch, but in single player it can be frustrating. Multiplayer is definitely the way to go with Onrush - matchmaking is efficient and we didn't experience any lag or connectivity issues, though it's a shame there's no splitscreen play on offer. The structure of the game does a good job at promoting rivalries between players, making an already competitive game feel even more so, and the quick and varied nature of the game makes it perfect for short bursts or extended sessions as you prefer.

**“ALL OF THE CARS FEEL FUN TO DRIVE, AND THE GAME'S ARCADE HANDLING MODEL WILL FEEL FAMILIAR TO ANYONE WHO'S PLAYED MOTORSTORM OR BURNOUT.”**

If you can look past the irritating attitude and clumsy presentation, you'll likely find Onrush to be a real blast. It's a unique experience, and it's easy to see how gamers could rally around the fresh experience it offers, especially fans of team-based games that might be bored of the likes of League of Legends or Overwatch and want a different way to get their multiplayer kicks, or driving fans that are looking for a new way to test their skills. The gameplay is slick, the modes compelling, the handling satisfying and the team-based driving addictive. It needs a few tweaks to fully realise its potential, but if it can gain enough traction Onrush could shake up the competitive multiplayer scene in unexpected ways.



7/10





Review by James Hall

## ANTIGRAVATOR

PC

The futuristic racer is very much back in vogue. Indie darling *Redout* has carried the flag for a while, in the absence of new titles in the *WipEout* and *F-Zero* franchises, but other contenders are swooping into the fray, from spiritual rollcage successor *GRIP* to antigrav racer *Formula Fusion*. Here comes the latest effort, from Belgian developers Cybernetic Walrus, and it has a couple of twists to bring to the formula.

Basics first, of course. *Antigraviator* is a glossy futuristic racing game, in which 8 drivers pilot their ships across a variety of tracks and race types. There are standard races, checkpoint-based Countdown events and elimination circuits, all of which are scattered with jumps, hairpins, diverging paths, boost pads and nitro pickups. The circuits themselves are gorgeous and intricately designed, packed with incidental details that you'll probably never notice when you're hurtling past at several hundred miles per hour. There are loops, vertical drops, off-road sections and striking splashes of colour to give the tracks flavour and identity. They're not perhaps the most characterful circuits you'll find, but they do a decent job of standing apart.

There's no weapons with which to gun down the opposition, but instead *Antigraviator* offers on-track 'Traps' which can be activated by players at set points along the circuit, causing rocks to rain down or flamethrowers to incinerate your competitors. These don't quite turn out to be the deciding factor you might hope for; most either have no effect whatsoever or practically block the entire track. It's very difficult to trigger the traps yourself in the single player mode as the activation windows are slight and the AI racers tend to get there faster, especially as the visual cue is located over your racer, which isn't where your eyes tend to be focussed during a race.

Other crucial HUD elements are clustered around the racer as well, such as your position and lap number, as well as your boost charges. Again, these are clumsily positioned, but there are more pressing matters impacting the game. Namely, the double act of the camera and handling model. The camera is frustratingly positioned low to the ground, severely limiting your visibility, and it can't be changed - the best you can do is toggle camera shake off, which doesn't help. This is just exacerbated by the handling that somehow manages to be both twitchy and squirrely whilst at the same time hurls you into walls and won't let you get clear. The Air brake is woefully ineffective - you're better off just releasing the throttle for tight turns - and the inclusion of a barrel roll does little to alleviate the problem. On the plus side, the AI racers seem to have exactly the same trouble with the steering - you'll often see them grinding along the walls around corners, or buffeting into other racers and obstacles. It all adds up to a frustrating experience, further compounded by a couple of (thankfully infrequent) physics glitches.

I wasn't able to find any online games to join to test out the multiplayer, but thankfully the game does support local splitscreen for up to four players, and the spectacular optimisation of the graphics engine means this works surprisingly well. Unfortunately you're then just inflicting the frustrating experience on your friends as well.

On the surface there's a lot to like about *Antigraviator*, and the visuals and design do help to sell the experience. With a better camera, revised handling, and the trap system overhauled, the game would be a solid offering, but these flaws ultimately prove too much for the stylish design to make up for.

5/10





Review by Callum Walker

# AGONY

PC, PS4, Xbox One

Agony is a dark fantasy survival horror game developed by Madmind Studio off the back of a successful kickstarter campaign back in 2016.

The developers set out to create a game that would shock its audience and it did that, with heavy edits being required before it could even get approved for release, and the planned “adults only” patch being dropped due to legal issues.



As a big fan of the horror genre, I was really excited about Agony, what little info was teased before release had me curious and excited for a good horror game. What we got however was just the Saw version of horror games, with all originality long gone and seemingly the only thing left to offer is shock value.

After walking through yet another realm of hell and seeing the umpteenth tortured soul with their dick out the entire setting grows tedious. To compound that issue the graphics are average at best and the

gameplay itself is incredibly clunky. Whether by accident or design, you always feel like you're moving through water, with a slow response and sluggish feel to everything, even running on a fast PC.



The story, if you can call it that, focuses on you as a lost soul navigating hell to escape with the help of the red goddess, a daemon your character did a deal with while still alive. The game involves a lot of sneaking around and puzzle solving and has multiple endings depending on how you play through the game and choices you make while doing so.

Maybe this game suffers from its own hype, but ultimately i think it just fails at delivering a good game, with too much attention going into the shock factor and not enough into engaging gameplay

4/10





Review by James Hall

## RED FACTION GUERRILLA RE-MARS-TERED

PC, PS4, Xbox One

I do love it when remasters of videogames that endear themselves with a witty subtitle, but this revamp of the 2009 Red Faction Guerilla takes the prize. It's remastered, yes, but also, the game is set on Mars - so it's Re-MARS-tered. Hilarity ensues!



Anyway, there's more to this remaster than just its name. For those familiar with the game, this is a tweaked and improved version, with enhanced lighting, shading, and textures, as well as native 4k support. It's clearly the best way to play the game. But is the game worth playing, almost 10 years on?

In a word, yes. In many ways Guerilla represents the ultimate open world playground, in which your task, as a member of the Mars resistance movement (the titular Red Faction) is to destabilize the governing forces, primarily by blowing things up. Things includes people, vehicles, and of course, buildings, and whilst the combat is tight and the driving robust, it's the architectural demolition that really shines. Every building - literally - can be destroyed,

either by hammering away at its supports with your sledgehammer, or by dismantling it with heavy explosives. The deconstruction remains incredibly fun, and whilst running around the map taking on somewhat generic kill / destroy / collect missions can be a little rote, the moment-to-moment action is anything but.



It's amazing that almost a decade later we still haven't seen anything quite like Guerilla, even just in terms of terrain and building destruction, and this remaster serves as a timely reminder of Red Faction at its best.

If you enjoyed Guerilla when it first came out, this version is a great excuse to revisit the game. If you've never played it, then you should definitely give it a shot. It holds up incredibly well, and still feels like a pretty modern game.

8/10